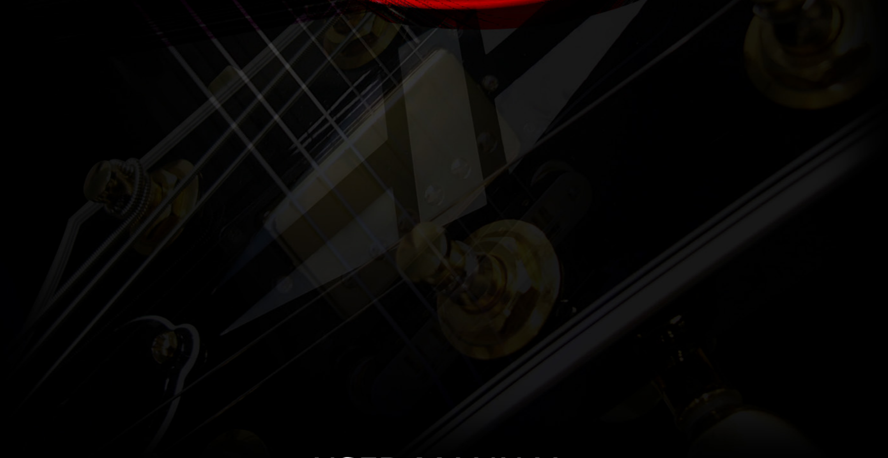
Prominy Sound Library ▸▸

LPC

Electric Distortion & Clean Guitar



USER MANUAL

Prominy
Sound Solution.

Table of Contents

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Introduction

LPC Electric Guitar
Gibson's Les Paul® Custom is the most supported and loved electric guitar in the world. It is loved by so many professional guitarists spanning generations and genres. Over three months, we recorded the sounds of this excellent electric guitar played by a top guitarist using the latest Digidesign ProTools® HD system.

1. Extreme power of expression that no one has reached before
- A huge number of recorded playing styles that no one has captured before.
- Approx. 60 Giga-bytes, 150,000* samples recorded from a single instrument.

** full version; LPC Electric Distortion & Clean Guitar*

2. Incredible real-time playability - LPC SPM (Super Performance Multi)
With LPC SPM (Super Performance Multi), you can play ultra realistic guitar performance in real-time. LPC SPM is more advanced, playable, and flexible. You can access the expansive number of the playing techniques instantly without stopping your performance and create convincing guitar tracks very quickly.

Single note Realtime Legato Slide
Single note Realtime Hammer-on & Pull-off
Single note vibrato (deep fast, light fast, deep slow, and light slow)
Single note mute & picking noise
Picking Tremolo
Trill
Pinch harmonics
5th-dyad chord Realtime Legato Slide
5th-dyad chord vibrato
5th-dyad chord mute & picking noise
4th-dyad chord Realtime Legato Slide
4th-dyad chord vibrato
4th-dyad chord mute & picking noise
Unison bend
Scrape
Fret noise
Pick stop noise
Bridge mute noise
Various chords (Real chords)

3. Auto Stroke Detection
With SPM's Auto Stroke Detection feature, SPM automatically detects the current beat position and identify proper stroke direction (down or up). There are several stroke detection modes and you can also control stroke direction manually.

4. Real chords
The extensive number of the 'real' chord samples makes your guitar tracks very convincing.

- major, minor, 7th, minor 7th, major 7th , add 9th, 7th-9th, major 7th-9th, sus 4th, dim 7th, #9th, minor 9th, major 3rd vibrato with / without pinch harmonics, open chords

Guitar chord sound which is emulated using single note samples does not sound real. SC Electric Guitar includes the huge number of 'real' recorded (in other words, 'pre-recorded' or 'pre-played') chord samples. Each chord instrument can be used as a SPM instrument and you can instantly access the various types of guitar chords.

Prominy's guitar libraries are the only ones which inlude such a huge number of the 'real' chord samples.

5. Assignable Key Switch
All the SPM instruments have Assignable Key Switch feature which enables you to assign any key switches to each SPM instrument. You can combine any SPM instruments to SPM multi as needed and assign key switches, and create your own SPM setting.

SC Electric Guitar includes a huge number of the guitar playing techniques, and most of them are available as SPM instruments.

6. Realtime Legato Slide
Realtime Legato Slide feature using 'real' legato samples is available in single note, 5th-dayd chord, 4th-dyad-chord, and octave-dyad, and power chord instruments. With SC's Realtime Legato Slide feature, you are able to get perfectly real expressions of the human finger's legato slide which can not be reproduced with slide emulation by changing pitch.

7. Picking noises are recorded in multiple forms on all frets and strings
Picking noises made while playing a guitar is one of the most important characteristics that identify a live guitar recording. That is why we took great care in capturing many variations of picking noises. Adding these noises, with consideration to timing and picking style, will make your guitar tracks sound natural. When you use picking noise sampled from a different position of the fret board than the one you're applying it to, the result is an unnatural sound because the noise will not harmonize with the original note's sustain sound.

8. Clean and Distorted, both timbres of the electric guitar are included*.
- The ‘Clean Guitar’ samples are recorded in a natural room environment creating a very real quality of sound.
- The ‘Distortion Guitar’ samples are recorded through a Marshall® Amplifier creating a very powerful sound tool for different musical genres.

You can also adjust our clean guitar sound so it suits the music genre you're working with by adding your favorite amplifier simulator.

** full version; LPC Electric Distortion & Clean Guitar*

Recording Equipments:

Clean sound
Microphone: AKG® C414 B-ULS,
Amplifier: Marshall® Power Amp Model 9005

Distortion sound
Microphone: ElectroVoice® RE20 and a Shure SM57
Amplifier: Marshall® 1959SLP

Guitar Strings: D’addario® XL
Pick: PICKBOY® Carbon Nylon 14mm

9. Other features
- Expansive number of playing techniques, extreme power of expression that no other guitar library has captured before

- The world's most powerful and largest library of a single instrument includes;
Single note, 5th-dyad chord, 4th-dyad chord, octave, vibrato, single bend, unison bend, stationary bend, double bend, legato slide, pinch harmonic, various chords, picking noises, Scrape, etc.

System Requirements

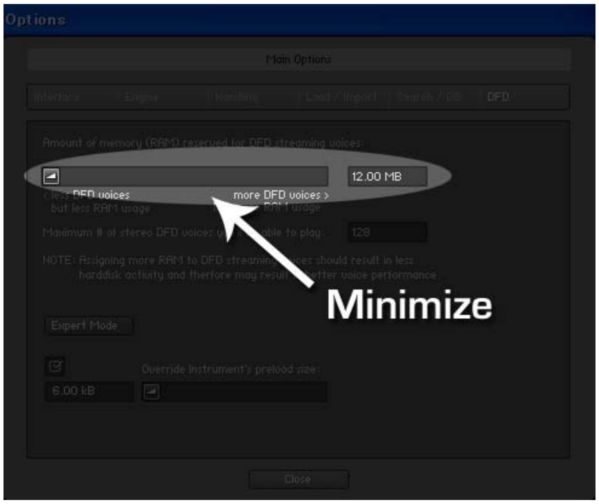
Mac:
OS 10.4.x, G4 1.4 GHz or Intel® CoreTM Duo 1.66 GHz, 1 GB RAM
Win:
Windows XP or Windows Vista (32 bit), Pentium or Athlon 1.4 GHz, 1 GB RAM

70 GB free disc space, DVD drive
Native Instruments Kontakt 2 / 3

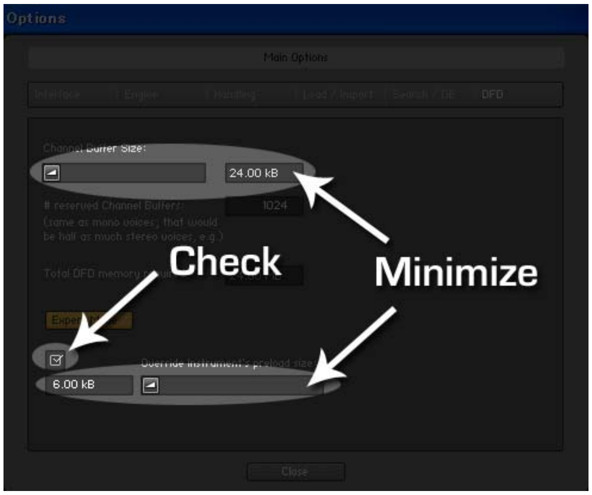
[IMPORTANT] DFD Configuration

Please check your DFD setting before loading.

LPC Electric Guitar is a very big instrument that loads a huge number of samples. You need to configure DFD in Kontakt's option. The default pre-load buffer size is too large. If you have not changed the DFD setting, decrease the pre-load buffer size.



1. Open the DFD option and minimize 'Amount of memory (RAM) reserved for…'.



2. Click the 'Expert Mode' button.

3. Minimize the 'Channel Buffer Size'.

4. Check the box and minimize; 'Override Instrument's preload size'.

If the samples are not played smoothly, increase the buffer size as needed unless RAM runs out. It depends on the system, but in most cases 6 -12 kb should work fine.

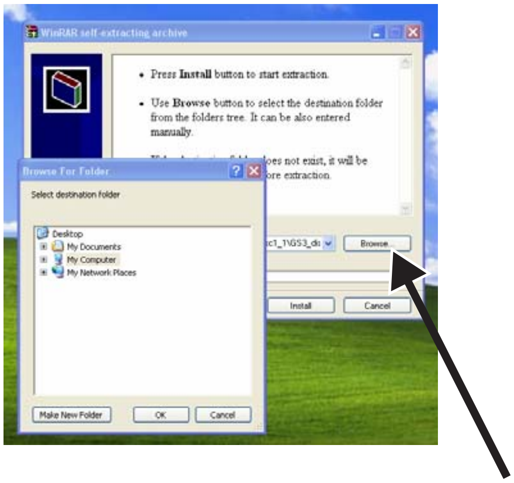
Installation (Windows)

1. Create a folder. (for example, LPC_Clean, or LPC_distortion, etc.)

2. Insert the DVD disc into your DVD drive.

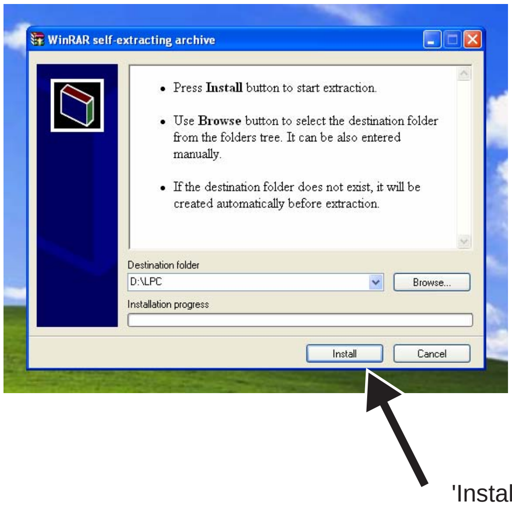
3. Double Click on the '.exe' file.

4. Click on the 'Browse…' button and choose the folder you created.



'Browse' button

5. Click on the 'Install' button.



'Install' button

6. After finishing installation, you can load LPC instruments (.nki / .nkm files) with Kontakt.

Installation (Macintosh)

To extract .exe and .rar files, Windows or MacOS X is required.

If problems arise with extracting from the .exe or .rar files, you will need to download a Mac .rar file expander software such as UnRarX.

This can be downloaded from:

http://www.unrarx.com

How to extract: (using UnRarX on MacOSX)

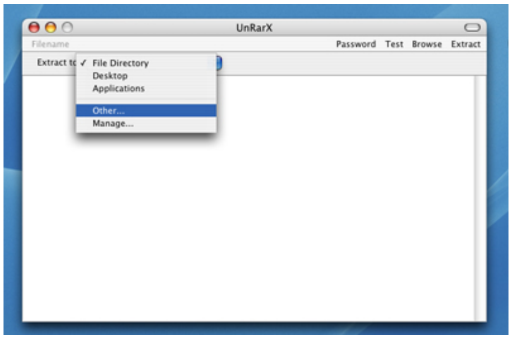
1. Create a folder on your hard drive.
Name the folder (for example) 'LPC_Clean', or 'LPC_distortion', etc.

2 Insert the DVD disc into your DVD drive.

3. Launch UnRarX.
UnRarX is included on the DVD disc 1. (/manuals_Kontakt2/mac_use/tool/ UnRarX20.dmg)

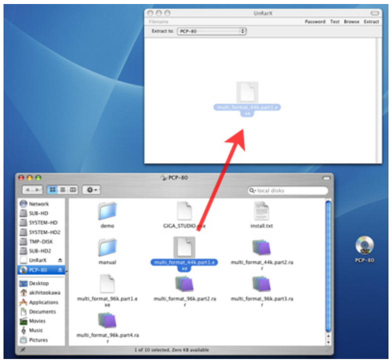


4. Select 'other'.



4. Choose the folder you created.

5. Open the disc and drag the '.exe' file and drop it on the UnRarX's window.



6. Installation starts automatically.

7. After finishing installation, you can load LPC instruments (.nki / .nkm files) with Kontakt.

SPM (Super Performance Multi)

SPM's features



With LPC SPM (Super Performance Multi), you can play ultra realistic guitar performance in real-time. You can access the expansive number of the playing techniques instantly without stopping your performance and create convincing guitar tracks very quickly.

There are three types of SPM instruments;

Main instrument



High Velocity instrument



Release instrument



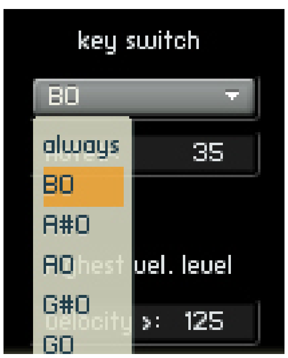
- Main instruments



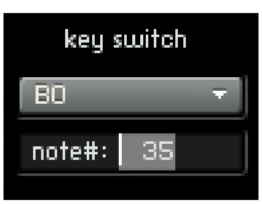
key switch

All SPM instruments have Assignable Key Switch feature which enables you to assign a key switch to the SPM instrument. You can add any SPM instruments to SPM multi as needed and control all the SPM instruments with a single MIDI channel.

How to assign a key switch;



Click on the pull down menu and choose a note you want to use as a key switch.



You can also choose a note by inputting a MIDI note number into the number box

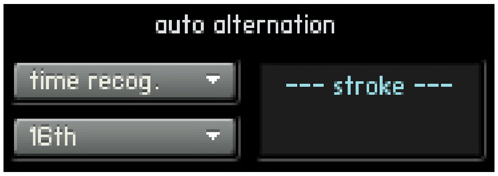
Release time adjustment



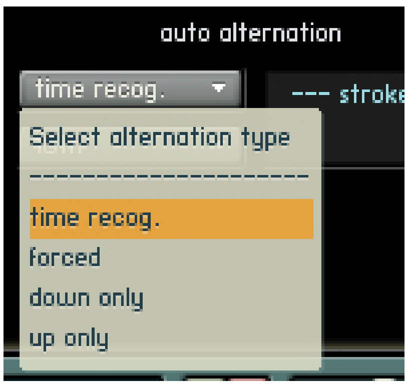
When a new note is triggered, SPM instruments automatically cancel the previous note. You can adjust the release time of the previous

note to connect the notes smoothly. The range; 0 - 30 is recommended. It depends on the instrument, tempo, and how the sound is processed (distortion, reverb, etc.) The release time can be controlled through MIDI CC# 62.

Auto alternation (Auto Stroke Detection)



Auto alternation modes



There are four stroke modes. You can select the stroke mode from the pull-down menu. You can also change the mode using MIDI CC# 58.

time recognition (MIDI CC# 58: 0 - 31)	SPM automatically detects the current beat position and identify proper stroke direction (down or up).
forced (MIDI CC# 58: 32 - 63)	Down stroke and up stroke are played alternately regardless of the current beat position.
down only (MIDI CC# 58: 64 - 95)	Only down stroke is played regardless of the current beat position.
up only (MIDI CC# 58: 96 - 127)	Only up stroke is played regardless of the current beat position.

Resolution



The stroke direction is determined according to the current beat position and the resolution. You can select the resolution for Auto Stroke Detection from the pull down menu. You can also change the resolution using MIDI CC# 57.

midi CC# 57	resolution
0 - 25	8th
26 - 50	8th Triplet
51 - 75	16th
76 - 100	16th Triplet
101 - 127	32nd

Stroke information window



‘down stroke’ is detected, or ‘down only’ mode is active.



‘up stroke’ is detected, or ‘up only’ mode is active.

Tone control



You can cut off the high frequency with the tone knob. You can also control the tone knob through MIDI CC# 59.

High Velocity Instrument threshold level



With this number box, you can change the velocity threshold level to trigger the High Velocity Instrument in the multi. When the velocity of the note event is higher than the threshold level, the High Velocity Instrument is triggered instead of the Main instrument. The threshold level can be changed through MIDI CC# 55.

Important: The value in the box needs to be the same as that of the High Velocity instrument in the multi. If you don’t use any High Velocity Instruments, the value in the box needs to be 127. Otherwise no samples are triggered when the velocity is higher than the threshold level.

Note: If you would like to turn off this feature, input 127 into the number box.

Auto sustain



If the auto sustain is OFF, the sample stops playing when the note is released and you can play polyphonic. You can also turn ON / OFF the auto sustain through MIDI CC# 54.

Tips - playing arpeggio using sustain pedal:
If you would like to play arpeggio, using sustain pedal (MIDI CC# 64) is a good way to do it. While sustain pedal is ON, the auto sustain is deactivated automatically and you can play polyphonic and the samples continue playing even if the note is released because the sustain pedal is ON. When the new note is the same as one of the notes which is currently sustained by sustain pedal, the same old note is canceled automatically. (In short, no duplicate notes are played.) When and sustain pedal is released (=OFF), the auto sustain is turned on automatically.

About auto sustain feature:
With SPM, you can avoid unwanted staccato which is caused by note-off when the same note (key) is repeated. After note-on, the note keeps playing until;

- next note-on event
- Hold Key or Stop Key is triggered
- the sample is streamed to the end of it.

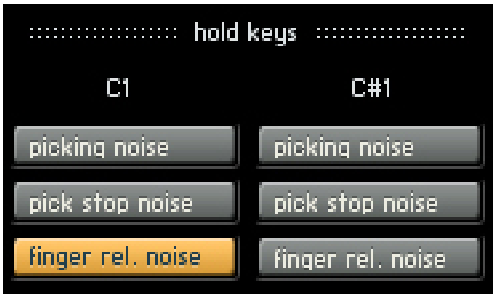
The previous note is cancelled automatically when a new note is triggered. That means your both hands are free until a new note is triggered. This feature gives you time to press a key switch or move a controller and you are able to be ready for next note without stopping your performance. That is why SPM enables you to control and switch the various articulations smoothly with a single MIDI channel in real time.

Options button

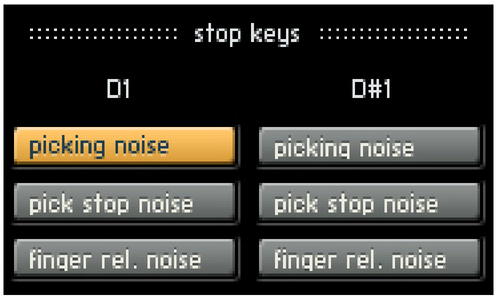


By clicking on the button, more options for the instruments are shown.

Play Keys (hold keys and stop keys)



Hold keys
When the original note is released while the hold key is held down, the original note is stopped and the selected samples are triggered. In the case of the picture on the left, if you release the original note while C1 is held down, the original note is stopped and the finger release noise is triggered. If you release the original note while C#1 is held down, no sample is triggered.



Stop keys
The original note is stopped and the selected samples are triggered when the stop key is pressed. In the case of the picture on the left, the picking noise is triggered when D1 is pressed, no samples are triggered when D#1 is pressed.

You can also control the buttons for each hold key / stop key through MIDI CC# 115, 116, 117, and 118.

Play key	MIDI CC#	Button
hold key 1	115	0: All OFF 1: Picking noise - ON 2: Pick stop noise - ON 3: Finger release noise - ON 4: Picking noise + Pick stop noise - ON 5: Picking noise + Finger release noise - ON 6: Pick stop + Finger release noise - ON 7: All ON
hold key 2	116	
stop key 1	117	
stop key 2	118	

back button

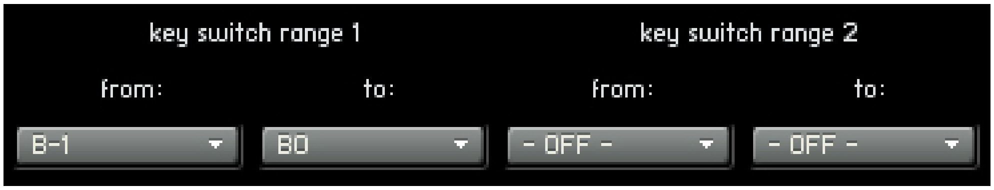


Click on the button to go back to the top page.

- High Velocity instruments



Key switch range and Velocity threshold level



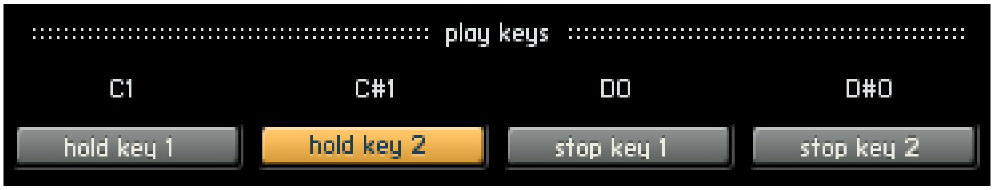
Up to four key switch ranges can be set. In the case of the picture above, this High Velocity instrument (pinch harmonics) is triggered if one of the Main instruments which is assigned to the key switch range (from B-1 to B0) is active and the velocity of the note is higher than 125. If the Main instrument which is assigned to A#-1 is active, this High Velocity instrument is not triggered because the key; A#-1 is not in any of the key switch ranges. By setting the key switch ranges, High Velocity instruments can be used with multiple Main instruments.

You can also adjust the velocity threshold level through MIDI CC# 55. The threshold level needs to be the same as that of the Main instruments which are assigned to the key switch ranges.

- Release instruments



Play Keys (hold keys and stop keys)



Release instruments can be assigned to the Play Keys (for detail about 'Play Keys', see the 'Main instruments' section). The function of Play key is the same as that of Main instruments. The samples which are included in Release instruments are not included in Main instruments.

key switch range

The function is the same as that of High Velocity instruments. By setting the key switch ranges, Release instruments can be used with multiple Main instruments. Up to four key switch ranges are available.

If you would like to configure the key switch range 3 and 4, click on the button; 'ksw range 3&4'.



- LPC Super Performance Monitor



This is a tool to monitor how the LPC Super Performance Multi is working. (In other words, as this is just a monitor that shows the status of the multi, changing the values of the parameters does not update the parameters of Main Instruments.)

If you don't use the default key switch;
If you customize the key switch setting of Main Instruments, press the 'options…' button of the Monitor and enter the same MIDI note numbers as you did with the Main Instruments.



SPM - Multis

(For more details about each SPM instrument; see the section; '<u>SPM - Instruments</u>' and 'LPC_controller_chart.pdf.')

Tips: In the folder; 'additional_SPM_instrument', there are SPM instruments which are not included in the default SPM multi. You can add or remove the instruments as needed and can create your own SPM multi.

Multi: **LPC_SPM**

located in; /Multis/

Includes;

Single note Realtime Legato Slide & Realtime Hammer-on & Pull-off
Single note Single note vibrato (deep fast, light fast, deep slow, and light slow)
Single note mute & picking noise
Picking Tremolo
Trill
Pinch harmonics
5th-dyad chord Realtime Legato Slide
5th-dyad chord vibrato
5th-dyad chord mute & picking noise
4th-dyad chord Realtime Legato Slide
4th-dyad chord vibrato
4th-dyad chord mute & picking noise
Unison bend
Scrape
Noises (Fret noise, Pick stop noise, Bridge mute noise)

Key switches (default)

B0: single note (with Realtime Legato Slide)
A#0: single note (with Realtime Hummer-on & Pull-off)
A0: single note (no legato slide)
G#0: single note repetition
G0: picking tremolo
F#0: trill (whole step)
F0: trill (half step)
E0: 5th-dyad chord (with Realtime Legato Slide)
D#0: 5th-dyad chord repetition
D0: 5th-dyad chord velocity switch
C#0: 4th-dyad chord (with Realtime Legato Slide)
C0: 4th-dyad chord repetition
B-1: unison bend

Single note

Mute / picking noise (MIDI CC# 1)
0 - 31: normal sustain / vibrato (no mute)
32 - 126: mute
127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

Vibrato type (MIDI CC# 5)
0 - 31: deep fast
32 - 63: light fast
64 - 95: deep slow
96 - 127: light slow

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.) You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

key switch [B0]: Real time legato slide mode
With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [A#0]: Real time Hammer-on&Pull-off
With this mode, you can play Hammer-on or Pull-off by holding down one note while playing the next note to connect those notes.

key switch [A0]: release trigger repetition mode
This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

key switch [G#0]: No legato slide

key switch [G0]: Tremolo picking

key switch [F#0]: Trill whole step (2fret)

key switch [F0]: Trill half step (1fret)

5th-dyad Chord

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

key switch [E0]: Real time legato slide mode

With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [D#0]: release trigger repetition mode

This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

key switch [D0]: Velocity switch mode

With this mode, you can quickly make a Rock rhythm backing track using 5th-dyed chord. Sustain / mute or picking noise can be switched with velocity levels.

Velocity levels

0-110: mute

95-125: sustain

(126 or higher: pinch harmonic) – *The threshold is adjustable.*

4th-dyad Chord

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute / picking noise sound is available using Modulation wheel (CC#1).

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

key switch [C#0]: Real time legato slide mode

With this mode, you can play legato slide by holding down one note while playing the next note to connect those notes.

key switch [C0]: release trigger repetition mode

This mode allows you to shred notes very fast, and is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Unison Bend [B-1]

Fast bend / slow bend (MIDI CC# 4)

0 - 63: fast bend

64 - 127: slow bend

Scrape (key range: D5 - C6)

You can play the scrape sound anytime no matter which key switch you select.

Pinch Harmonics (High Velocity Instrument)

You can play the pinch harmonic sound if the velocity of the note is higher than 125.

(The threshold velocity level to play the High Velocity instrument is adjustable using MIDI CC# 55.)

Pick stop noise (Release instrument)

The Pick stop noise is triggered anytime the Hold Key; C1 is pressed.

Fret noise (Release instrument)

The fret noise is triggered anytime the note is released while the Hold Key; C#1 is held down.

Picking noise

The picking noise is triggered anytime the Stop Key; D1 is pressed.

Bridge mute noise (Release instrument)

The Bridge mute noise is triggered anytime the Stop Key; D#1 is pressed.

Multi: **LPC_all_chords**

located in; /Multis/

Key switches (default)

B0: major (string 6 root)
A#0: major (string 5 root)
A0: minor (string 6 root)
G#0: minor (string 5 root)
G0: 7th (string 6 root)
F#0: 7th (string 5 root)
F0: minor 7th (string 6 root)
E0: minor 7th (string 5 root)
D#0: major 7th (string 6 root)
D0: major 7th (string 5 root)
C#0: add9
C0: 7th-9th
B-1: major 7th-9th
A#-1: minor 9th
A-1: sus4 (string 6 root)
G#-1: sus4 (string 5 root)
G-1: major 3rd vibrato
F#-1: dim7 (string 6 root)
F-1: dim7 (string 5 root)
E-1: #9
D#-1: open chord & low chord
D-1: other chords

Picking noise

The Picking noise is triggered anytime the Stop Key; D1 is pressed. (Proper picking noise samples for the fret positions are automatically selected.)

Mute / picking noise (MIDI CC# 1: modulation wheel)

0 - 31: normal sustain
32 - 126: mute
(64 – 126: mute & picking noise cross-fade zone)
127: picking noise

You can also play picking noise with the stop key; D1 (see above).

Bridge mute noise (Release instrument)
The Bridge mute noise is triggered anytime the Stop Key; D#1 is pressed.

Fret noise (Release instrument)
The fret noise is triggered anytime the note is released while the Hold Key; C#1 is held down.

Finger release noise (Release instrument)
The Finger release noise is triggered anytime the note is released while the Hold Key; C1 is held down.

Fast / slow stroke (MIDI CC# 4)
0 - 63 (fast stroke)
64 - 127 (slow stroke)

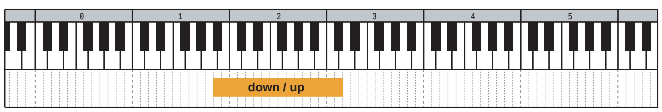
Additional features

major 3rd vibrato (key switch: G-1)
MIDI CC# 4:
0 - 63 (string 4+3+2)
64 - 127 (string 3+2+1)

#9 (key switch: E-1)
Velocity > 125 (adjustable): gliss down

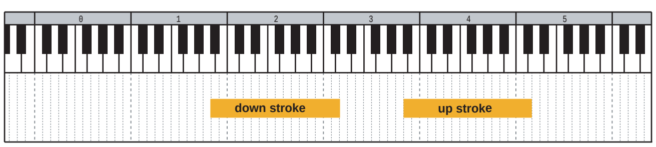
Classic mode button

classic mode: OFF (default)



SPM automatically selects up or down stroke samples according to the auto stroke detection setting. Auto sustain is activated.

classic mode: ON



The up stroke samples are mapped to 2 (or 3) octave higher than the down stroke samples. Auto sustain is deactivated.

SPM - Instruments

Instrument: **4th_legato_slide**

located in; /Instruments/01_SPM_instruments/

4th-dyad chord Realtime Legato Slide

Real time legato slide

4th-dyad chord legat slide (down)



4th-dyad chord legat slide (up)



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 3 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **4th_repetition**

located in; /Instruments/01_SPM_instruments/

4th-dyad chord Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

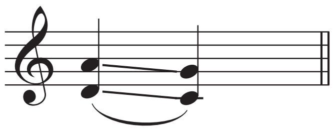
Instrument: **5th_legato_slide**

located in; /Instruments/01_SPM_instruments/

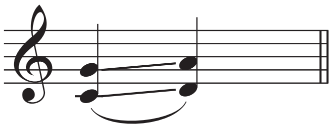
5th-dyad chord Realtime Legato Slide

Real time legato slide

5th-dyad chord legato slide (down)



5th-dyad chord legato slide (up)



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **5th_repetition**

located in; /Instruments/01_SPM_instruments/

5th-dyad chord Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **5th_velocity_switch**

located in; /Instruments/01_SPM_instruments/

5th-dyad chord Velocity Switch

Mute / picking noise (Sub Velocity Switch threshold level)



This SPM instrument triggers the mute samples or the picking noise samples if the velocity of the note is lower than the mute velocity threshold level. This feature allows you to switch normal sustain / mute (or picking noise) very quickly only with the keys of your keyboard controller.

(MIDI CC# 1)
0 – 126: mute
127: picking noise

You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

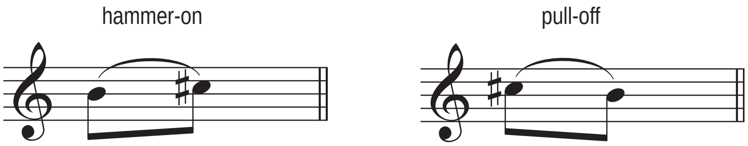
Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

Instrument: **single_hammer_on_pull_off**

located in; /Instruments/01_SPM_instruments/

Single note Realtime hammer-on & pull-off

Real time hammer-on & pull-off



With this SPM instrument, you can play hammer-on & pull-off by holding down one note while playing the next note to connect those notes.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the 'options…' button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.) You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 31: deep fast

32 - 63: light fast

64 - 95: deep slow

96 - 127: light slow

Hold Retrigger

You can retrigger the note that is being held down when the other note is released. For example, you hold down the C3 key and press the D3 key (without releasing the C3 key). When the D3 key released, the C3 is automatically triggered. With this feature, you can play trills in a guitar-like way and control the speed of the trill.

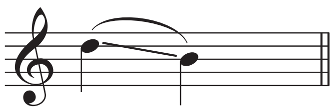
Instrument: **single_legato_slide**

located in; /Instruments/01_SPM_instruments/

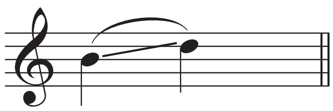
Single note Realtime Legato Slide

Real time legato slide

legato slide (down)



legato slide (up)



With this SPM instrument, you can play legato slide by holding down one note while playing the next note to connect those notes.
(Legato slide intervals: 12 semitones up / down)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 31: deep fast

32 - 63: light fast

64 - 95: deep slow

96 - 127: light slow

Instrument: **single_vibrato**

located in; /Instruments/01_SPM_instruments/

This instrument needs to be loaded with the instrument; 'single_legato_slide', and the key switch for this instrument must be the same as that for 'single_legato_slide'.

Instrument: **single_note_RR**

located in; /Instruments/01_SPM_instruments/

Single note (no legato slide)

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the 'options…' button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 31: deep fast

32 - 63: light fast

64 - 95: deep slow

96 - 127: light slow

Hold Retrigger

You can retrigger the note that is being held down when the other note is released. For example, you hold down the C3 key and press the D3 key (without releasing the C3 key). When the D3 key released, the C3 is automatically triggered. With this feature, you can play trills in a guitar-like way and control the speed of the trill.

Instrument: **single_repetition**

located in; /Instruments/01_SPM_instruments/

Single note Repetition

Release trigger repetition

This SPM instrument triggers the same note again when the note is released. This feature allows you to shred notes very fast. Release trigger repetition is good for not only making a rhythm backing part but also simulating tremolo playing technique.

Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the 'options…' button to assign picking noise to a Hold Key or Stop Key.)

VIbrato

Vibrato sound is available using Aftertouch. If your keyboard doesn't have Aftertouch function but has an assignable slider or a knob, you can assign Aftertouch to the slider / knob. (You can also handle Aftertouch data using your sequencer.)

You can select the vibrato type (deep or light) using CC# 5. (*This controller is not effective unless Aftertouch is ON)*

Vibrato type (MIDI CC# 5)

0 - 31: deep fast

32 - 63: light fast

64 - 95: deep slow

96 - 127: light slow

Instrument: **Scrape**

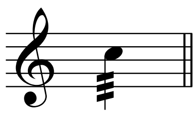
located in; /Instruments/01_SPM_instruments/

Scrape samples are available in the key range; from D5 to C6.

Instrument: **tremolo_picking**

located in; /Instruments/01_SPM_instruments/

Single note tremolo



Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

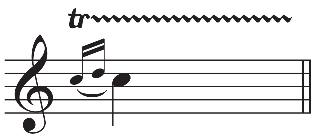
127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **trill_half**
Instrument: **trill_whole**

located in; /Instruments/01_SPM_instruments/

Single note trill (half step trill and whole step trill)



Mute / picking noise (MIDI CC# 1)

0 - 31: normal sustain / vibrato (no mute)

32 - 126: mute

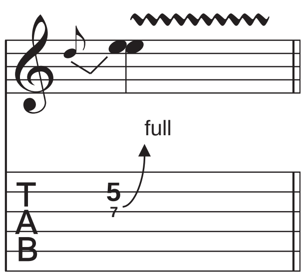
127: picking noise

Mute and picking noise is available using Modulation wheel (CC#1). You can also play picking noise using Hold key or Stop Key. (Click on the ‘options…’ button to assign picking noise to a Hold Key or Stop Key.)

Instrument: **unison_bend**

located in; /Instruments/01_SPM_instruments/

Unison bend (fast bend and slow bend)



Fast bend / slow bend (MIDI CC# 4)

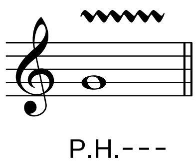
0 - 63: fast bend

64 - 127: slow bend

Instrument: **picking_harmonic_hi_velo**

located in; /Instruments/01_SPM_instruments/high_velocity_instrument/

single note pinch harmonics (High Velocity instrument)



harmonics 1 / harmonics 2 (MIDI CC# 4)

0 - 63: harmonics 1

64 - 127: harmonics 2

Instrument: **bridge_mute_noise_rel**

located in; /Instruments/01_SPM_instruments/release_instrument/

bridge mute noise (Release instrument)

Instrument: **fret_noise_rel**

located in; /Instruments/01_SPM_instruments/ release_instrument/

fret noise (Release instrument)

Instrument: **pick_stop_noise_rel**

located in; /Instruments/01_SPM_instruments/ release_instrument/

pick stop noise (Release instrument)

Additional SPM instrument (chords)

Common features

Picking noise
The Picking noise is triggered anytime the Stop Key; D1 is pressed. (Proper picking noise samples for the fret positions are automatically selected.)

Mute / picking noise (MIDI CC# 1: modulation wheel)
0 - 31: normal sustain / vibrato (no mute)
32 - 126: mute
(64 – 126: mute & picking noise cross-fade zone)
127: picking noise

You can also play picking noise with the stop key; D1 (see above).

Finger release noise
The Finger release noise is triggered anytime the note is released while the Hold Key; C1 is held down.

Pick stop noise
You can assign the pick stop noise to a Hold Key or a Stop key. (Click on the ‘options…’ button to assign the pick stop noise to a Hold Key or Stop Key.)

Fast / slow stroke (MIDI CC# 4)
0 - 63 (fast stroke)
64 - 127 (slow stroke)

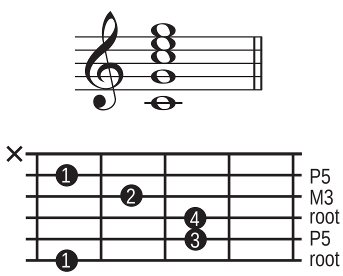
The instrument; ‘17_154_major3rd_vib’ uses MIDI CC# 4 to change the chord forms.

Instrument: **01_139_major_6rt**
Instrument: **02_139_major_5rt**

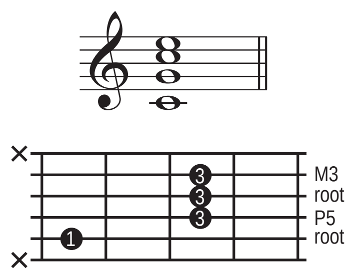
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

major chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

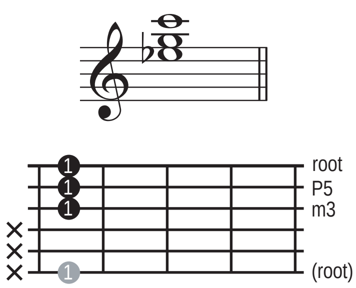


Instrument: **03_140_minor_1rt**
Instrument: **04_140_minor_3rt**

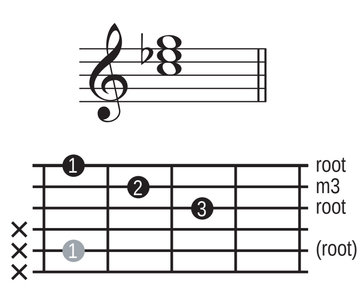
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

minor chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

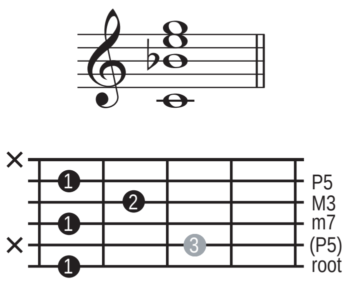


Instrument: **05_141_7th_6rt**
Instrument: **06_141_7th_5rt**

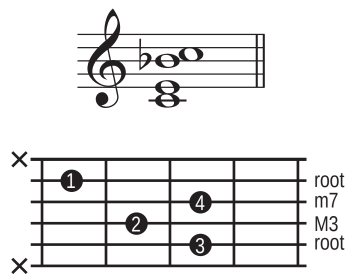
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

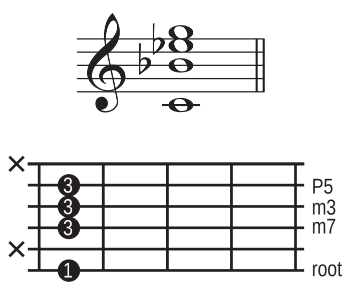


Instrument: **07_142_m7_6rt**
Instrument: **08_142_m7_5rt**

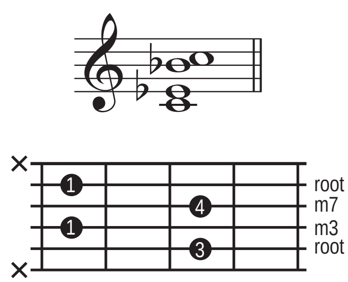
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

minor 7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

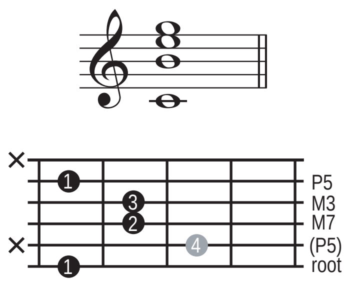


Instrument: **09_143_maj7_6rt**
Instrument: **10_143_maj7_5rt**

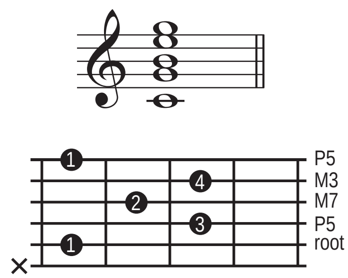
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

major 7th chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

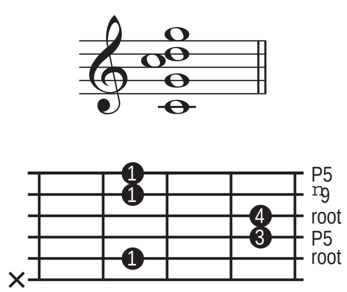


Instrument: **11_144_add9**

located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

add9 chord

root = string 5

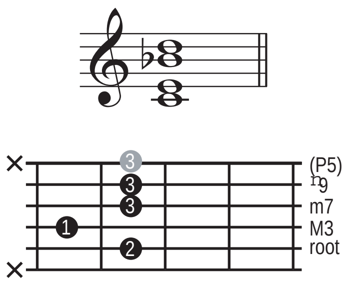


Instrument: **12_145_7th_9th**

located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

7th-9th chord

root = string 5

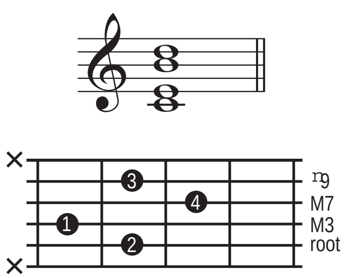


Instrument: **13_146_maj7th_9th**

located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

major 7th-9th chord

root = string 5

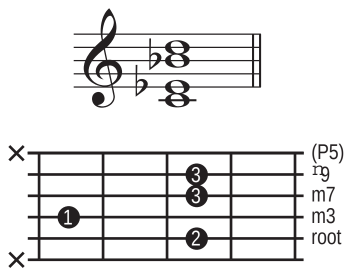


Instrument: **14_159_m9**

located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

minor 9th chord

root = string 5



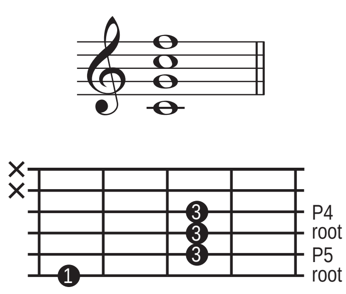
Instrument: **15_147_sus4_6rt**

Instrument: **16_147_sus4_5rt**

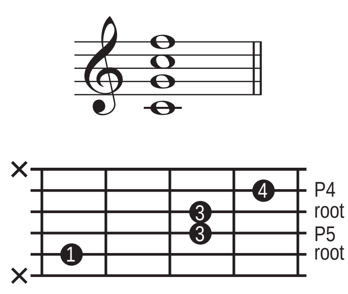
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

sus4 chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

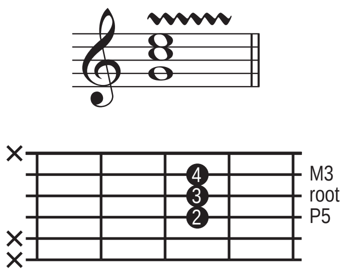


Instrument: **17_154_major3rd_vib**

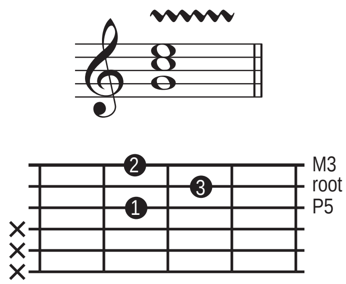
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

major 3rd vibrato chord (string 4+3+2 string 3+2+1)

form1: string 4+3+2



form2: string 3+2+1



String 4+3+2 / string 3+2+1 (MIDI CC# 4)

0 – 63: (string 4+3+2)

64 – 127: (string 3+2+1)

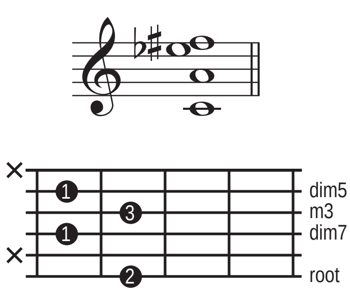
Instrument: **18_148_dim7_6rt**

Instrument: **19_148_dim7_5rt**

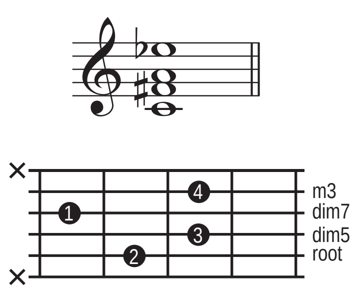
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

dim7 chord (string 6 root and string 5 root)

form1: root = string 6



form2: root = string 5

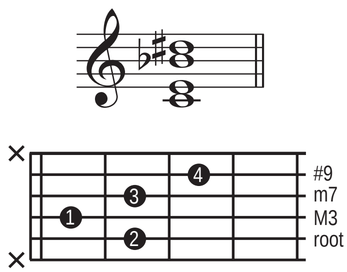


Instrument: **20_156_sharp9**

located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

#9 chord

root = string 5



Gliss down (Sub Velocity Switch threshold level)



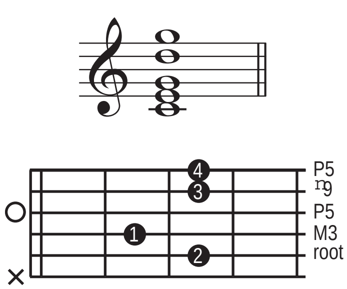
This SPM instrument triggers the gliss down samples if the velocity of the note is higher than the velocity threshold level. This feature allows you to switch normal sustain / gliss down very quickly only with the keys of your keyboard controller.

Instrument: **21_155_opn_chord**

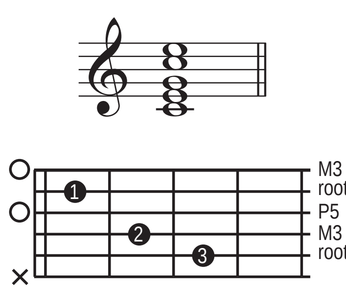
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

open chords & low chords (C, Cadd9, D, DonA, DonF#, E, F, G, Gomit3, GonB, A, B, Bm,)

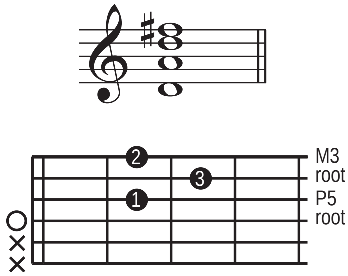
Cadd9



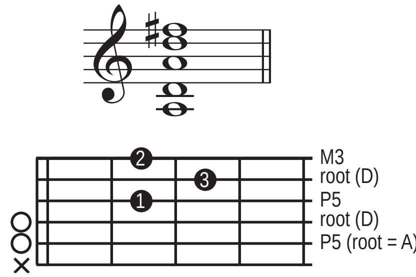
C



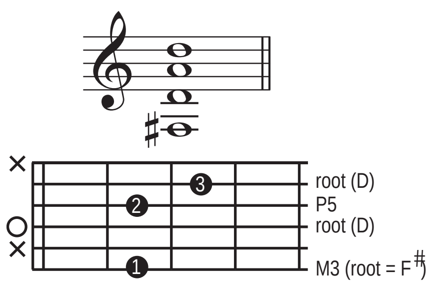
D



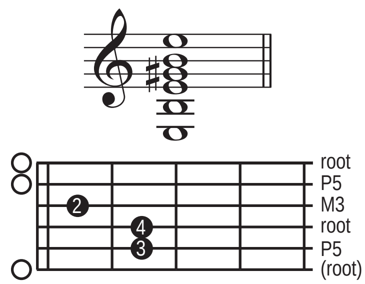
DonA



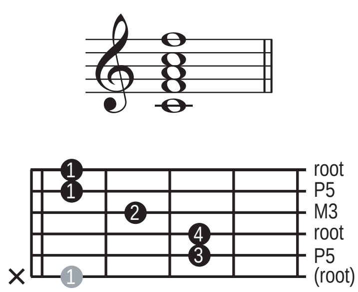
DonF#



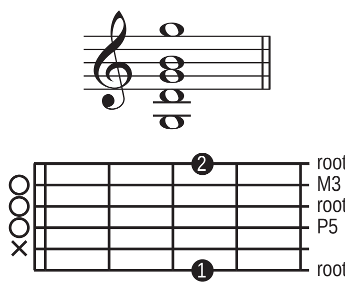
E



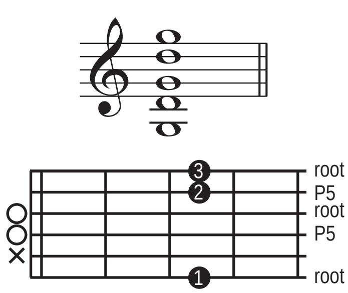
F



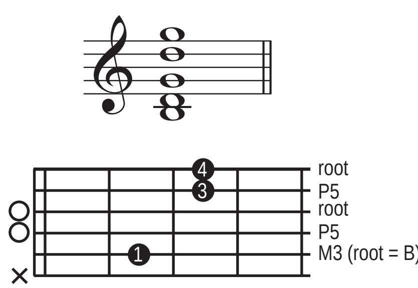
G



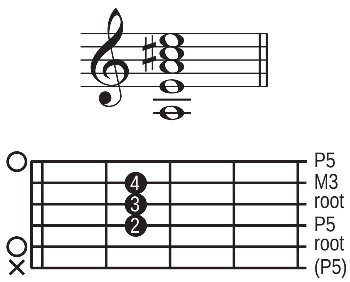
Gomit3



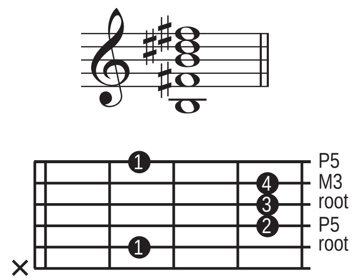
GonB



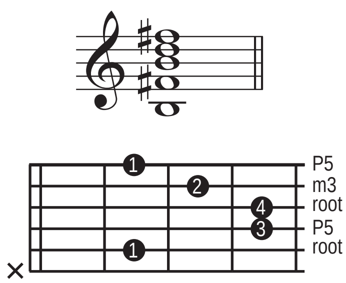
A

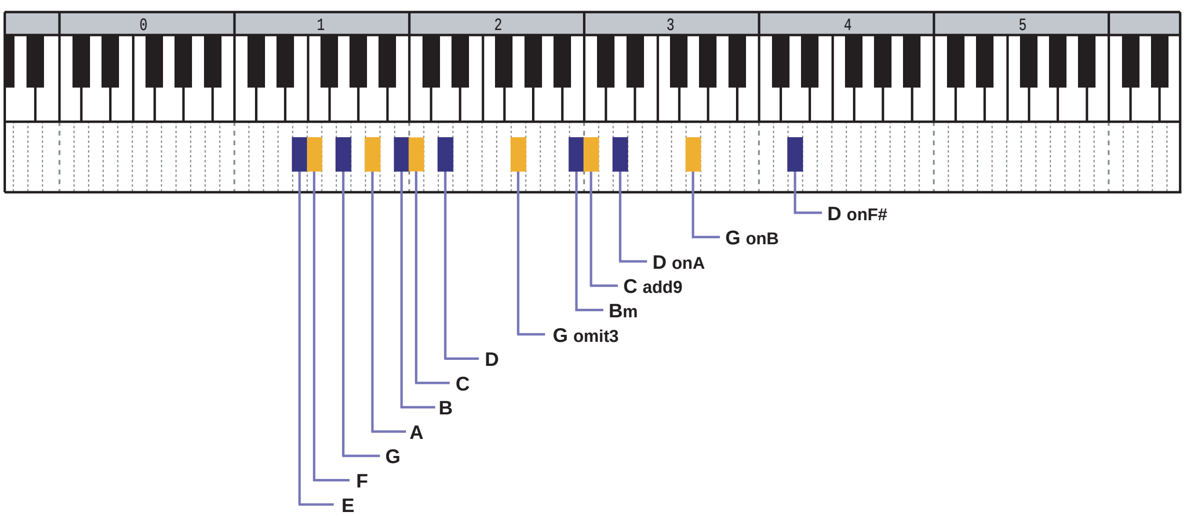

P5
M3
root
P5
root
(P5)

B


P5
M3
root
P5
root

Bm


P5
m3
root
P5
root

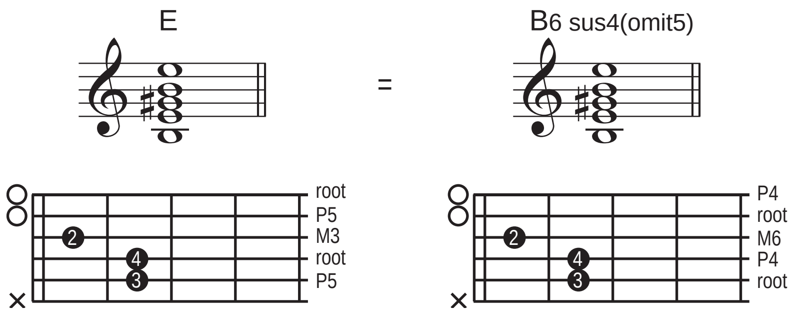

0
1
2
3
4
5
D onF#
G onB
D onA
C add9
Bm
G omit3
D
C
B
A
G
F
E

Instrument: **22_158_other_chords**

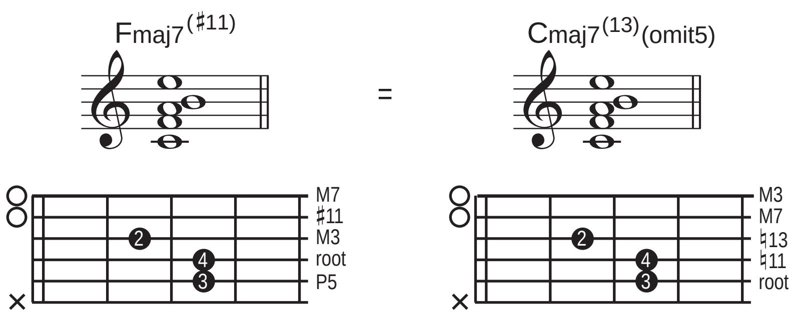
located in; /Instruments/01_SPM_instruments/additional_SPM_instrument/chords/

other chords

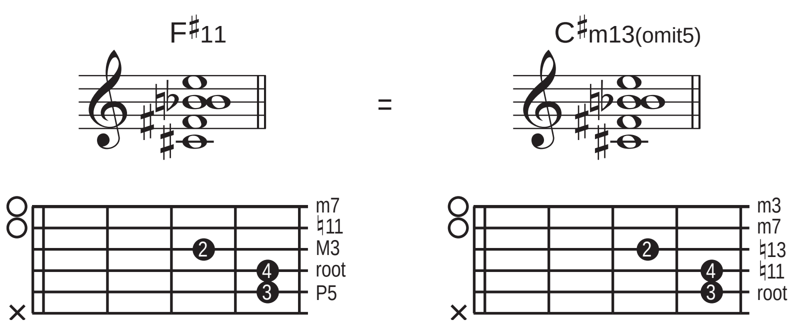
Chord 1:



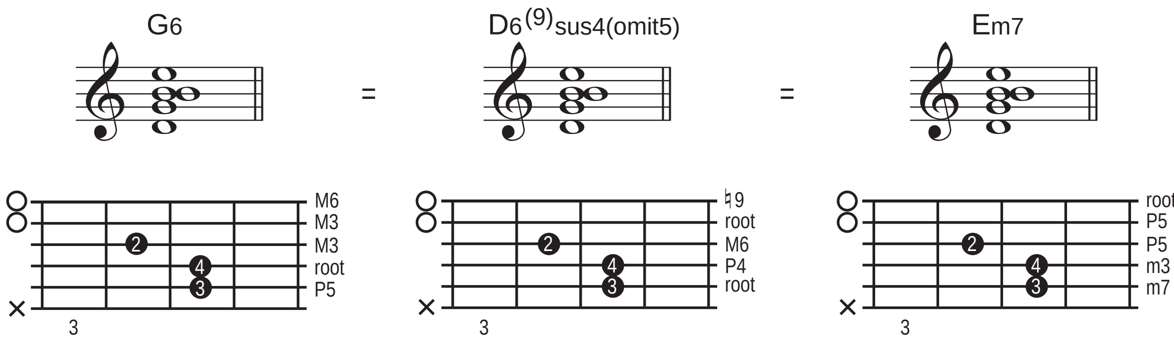
Chord 2:



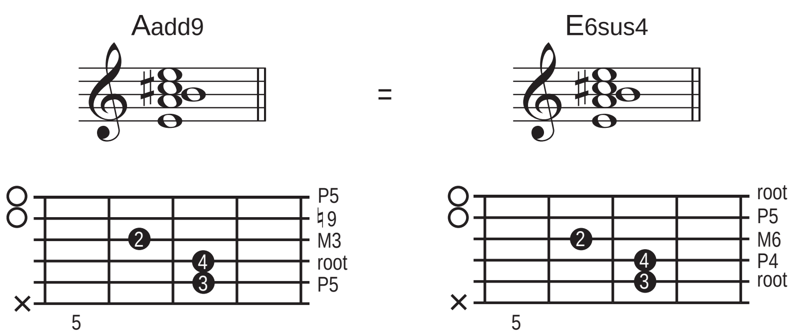
Chord 3:



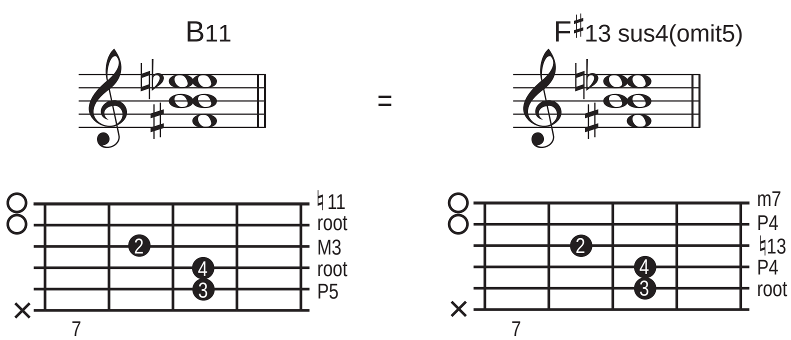
Chord 4:



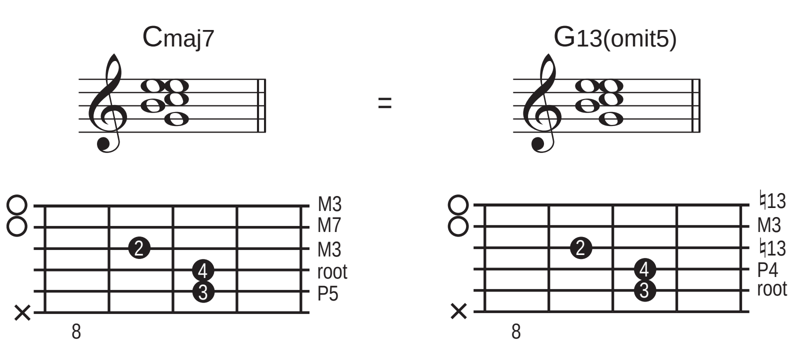
Chord 5:



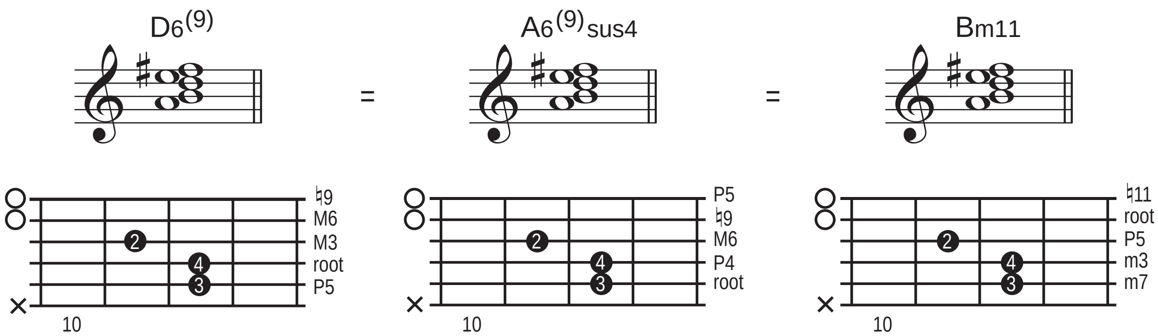
Chord 6:



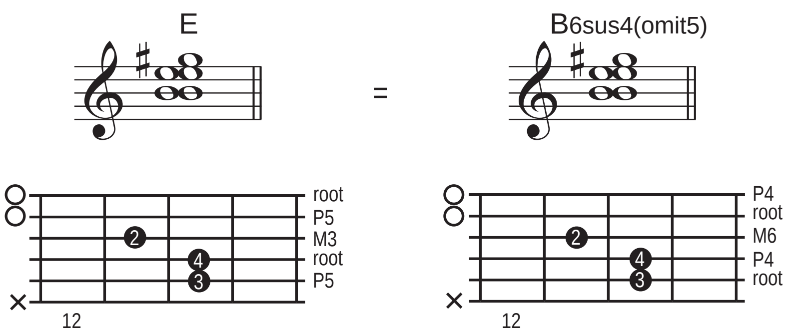
Chord 7:

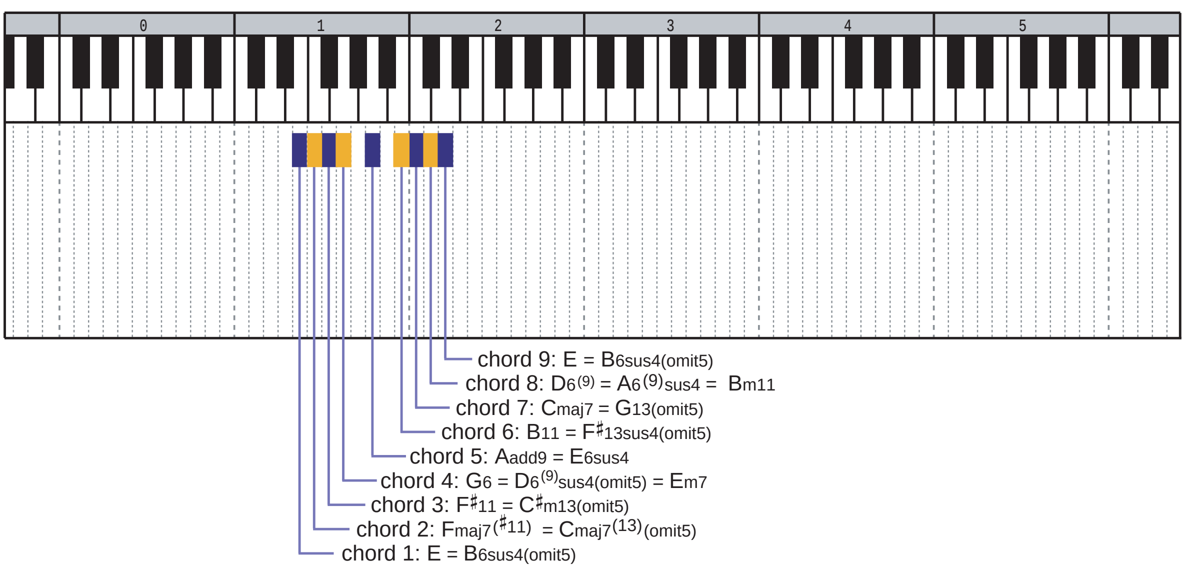


Chord 8:



Chord 9:





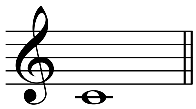
Normal Instruments

Single note

For details about MIDI controllers of each instrument; see the ‘LPC_controller_chart.pdf.

001_single_sustain

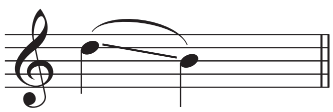
Single note sustain



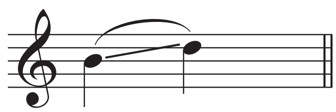
Real time legato slide (legato mode)

Hold down one note while playing the next note to connect those notes.

legato slide (down)
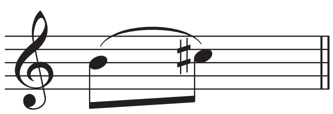


legato slide (up)



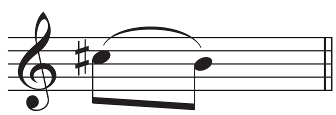
Real time hammer-on & pull-off (legato mode)

Hold down one note while playing the next note to connect those notes.

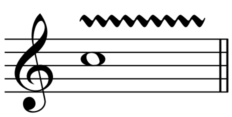
hammer-on



pull-off

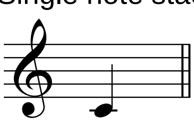


Vibrato (deep fast, light fast, deep slow, light slow)



003_single_staccato

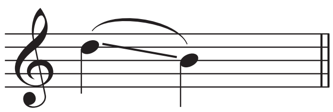
Single note staccato



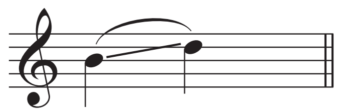
004_single_slide_down_1fret ~ 027_single_slide_up_12fret

Single note legato slide

legato slide (down)



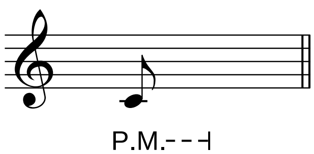
legato slide (up)



Slide range: 12 frets (half step – octave)

028_single_mute
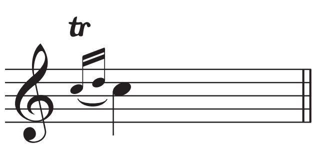
Single note mute



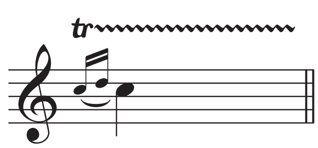
031_single_trill

Single note trill (half step, whole step)

1 time trill
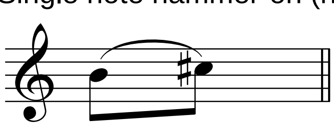


continuous trill



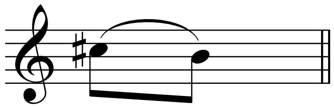
032_single_hammer_on

Single note hammer-on (half step, whole step)



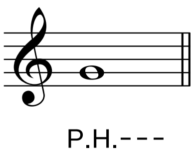
033_single_pull_off

Single note pull-off (half step, whole step)

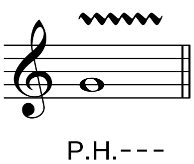


034_single_picking_harmonics

Single note picking harmonics (pinch harmonic)

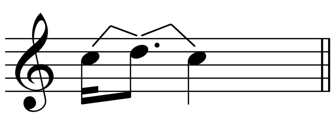


Vibrato



035_single_bend

Single note bend (half step, whole step, 1.5 whole step)



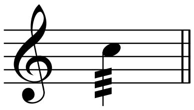
036_s_bend_pick_harm

Single note bend with picking harmonics (half step, whole step, 1.5 whole step)



126_tremolo_picking

Single note tremolo picking

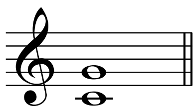


5th-dyad chord

For details about MIDI controllers of each instrument; see the ‘LPC_controller_chart.pdf.

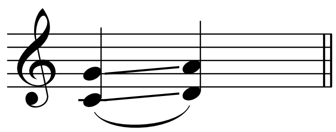
037_5th_sustain

5th-dyad chord sustain

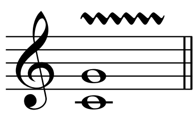


Real time legato slide (legato mode)

Hold down one note while playing the next note to connect those notes.



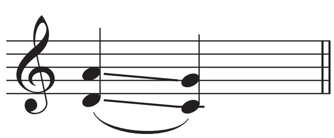
Vibrato



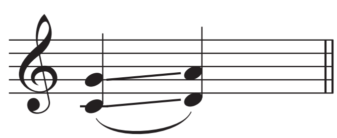
040_5th_slide_down_1fret ~ 063_5th_slide_up_12fret

5th-dyad chord legato slide

5th-dyad chord legato slide (down)



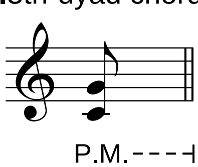
5th-dyad chord legato slide (up)



Slide range: 12 frets (half step - octave)
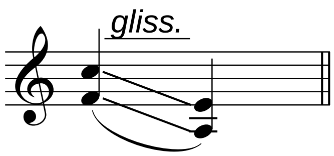
064_5th_mute

I5th-dyad chord mute



065_5th_gliss_down

5th-dyad gliss down

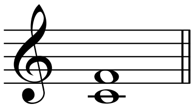


4th-dyad chord

For details about MIDI controllers of each instrument; see the ‘LPC_controller_chart.pdf.

071_4th_sustain

4th-dyad chord sustain



Real time legato slide (legato mode)

Hold down one note while playing the next note to connect those notes.

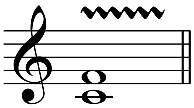
4th-dyad chord legat slide (down)



4th-dyad chord legat slide (up)

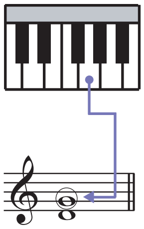


Vibrato

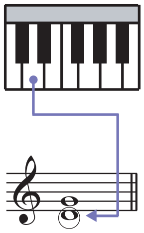


‘Top note = key’ mapping & ‘bottom note =key’ mapping

'top note = key' mapping

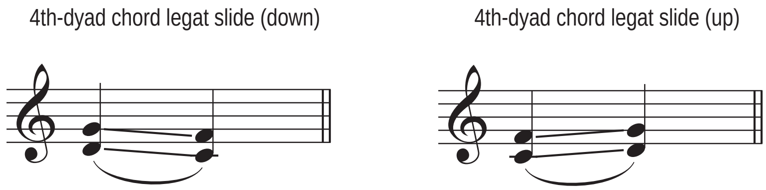


'bottom note = key' mapping



074_4th_slide_down_1fret ~ 088_4th_slide_up_3fret

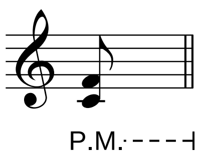
4th-dyad chord legato slide



Slide range: 3 frets (half step – 1.5 whole step)

098_4th_mute

4th-dyad chord mute

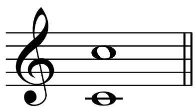


Octave

For details about MIDI controllers of each instrument; see the ‘LPC_controller_chart.pdf.

101_octave_sustain

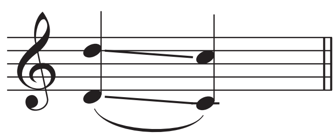
Octave sustain



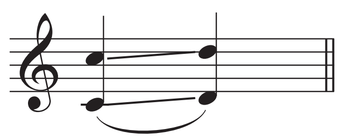
Real time legato slide (legato mode)

Hold down one note while playing the next note to connect those notes.

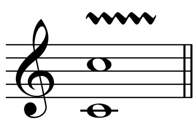
octave legato slide (down)



octave legato slide (up)



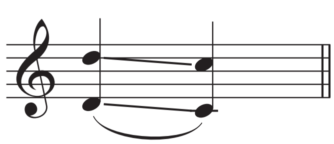
Vibrato



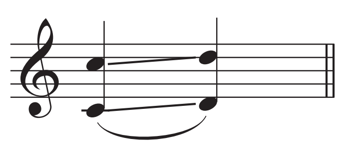
102_octave_slide_down_1fret ~ 125_octave_slide_up_12fret

octave legato slide

octave legato slide (down)



octave legato slide (up)



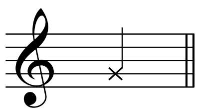
Slide range: 12 frets (half step – octave)

Noise

For details about MIDI controllers of each instrument; see the 'LPC_controller_chart.pdf.

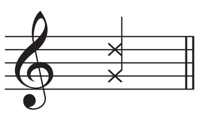
127_single_picking_noise

Single note picking noise (no bridge mute, bridge mute)



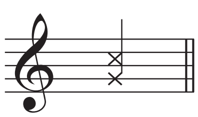
128_5th_picking_noise

5th-dyad chord picking noise



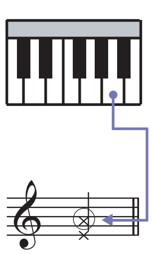
129_4th_picking_noise

4th-dyad chord picking noise

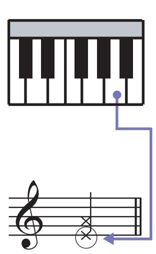


'Top note = key' mapping & 'bottom note =key' mapping

'top note = key' mapping

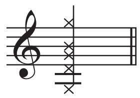


'bottom note = key' mapping



130_brush_noise

Barre chord brush noise (form 1: root = string 6, form 2: root = string 5)



133_fret_noise

Fret noise (string 6, 5, 4)
Slide range: 6 frets (half step- #4th)

135_other_noise

Scrape (string 6+5, string 5+4)
Brush noise with harmonics (3rd fret & 4th fret, down & up stroke)
Bridge mute noise
Finger release noise

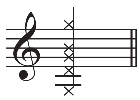
153_pick_stop_noise

Pick stop noise

157_crunch_brush_noise

Distortion level: crunch
To be used with the crunch chords

Barre chord brush noise (form 1: root = string 6, form 2: root = string 5)



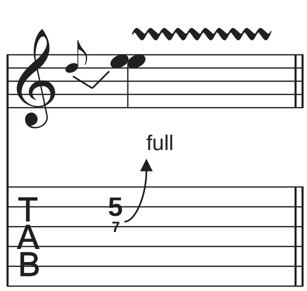
Additional bend techniques

For details about MIDI controllers of each instrument; see the 'LPC_controller_chart.pdf.

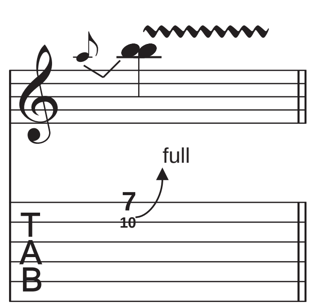
136_unison_bend

Unison bend

string 3+2



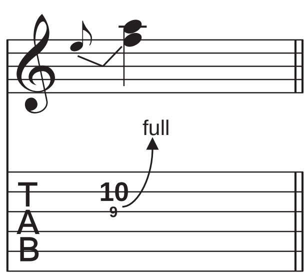
string 2+1



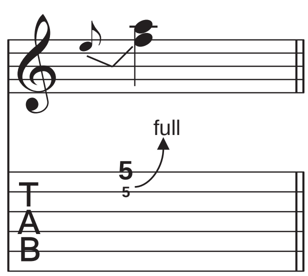
137_stationary_bend

Stationary bend

string 3+2

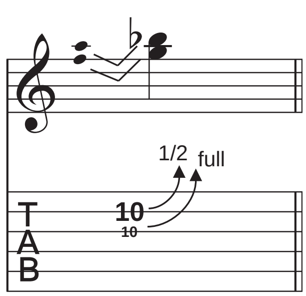


string 2+1



138_double_bend

Double bend



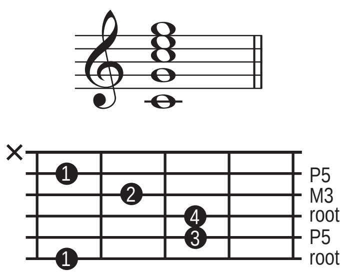
Chords

For details about MIDI controllers of each instrument; see the 'LPC_controller_chart.pdf.

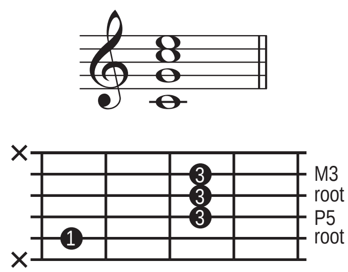
139_major

major chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



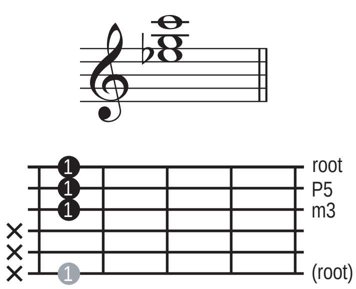
form2: root = string 5



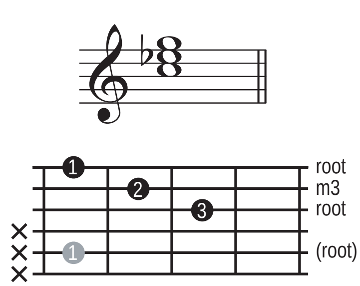
140_minor

minor chord (form 1: root = string 1, form 2: root = string 3)

form1: root = string 6



form2: root = string 5

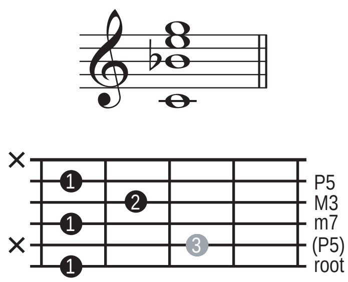


141_7th

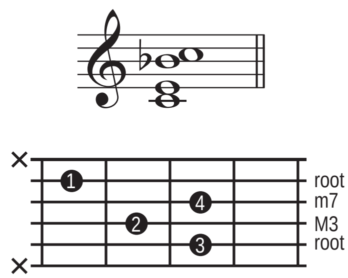
Distortion level: crunch

7th chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



form2: root = string 5

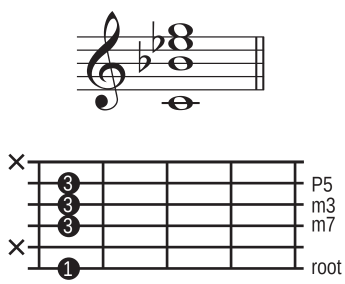


142_m7

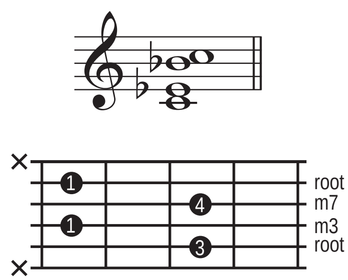
Distortion level: crunch

m7 chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



form2: root = string 5

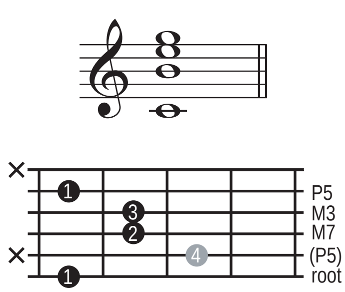


143_maj7th

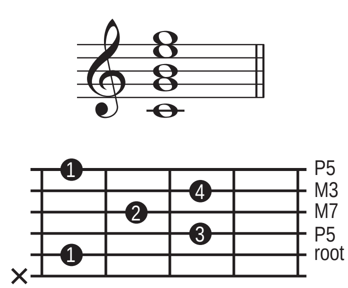
Distortion level: crunch

maj7 chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



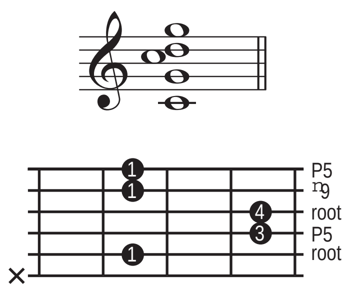
form2: root = string 5



144_add9

maj7 chord (root = string 5)

root = string 5

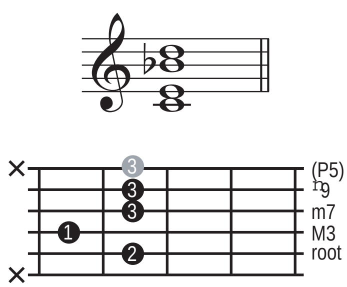


145_7th_9th

Distortion level: crunch

$7^{(9)}$ chord (root = string 5)

root = string 5

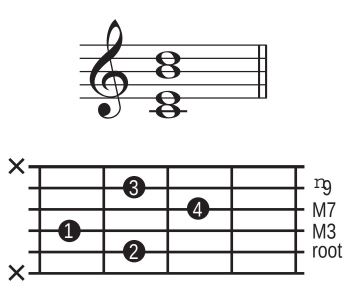


146_maj7th_9th

Distortion level: crunch

$maj7^{(9)}$ chord (root = string 5)

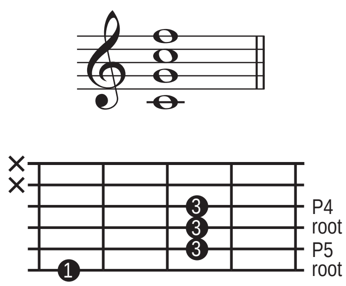
root = string 5



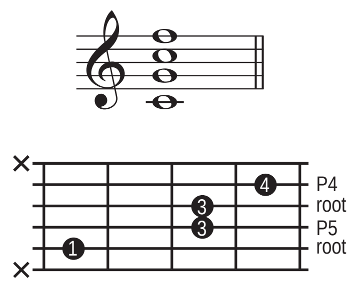
147_sus4

sus4 chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



form2: root = string 5

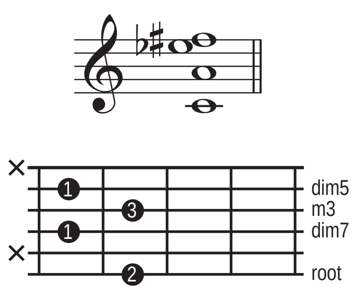


148_dim7

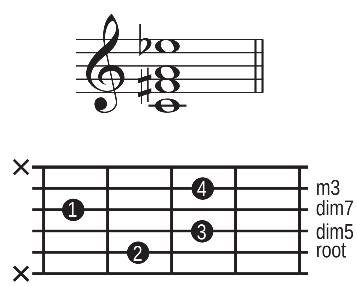
Distortion level: crunch

dim7 chord (form 1: root = string 6, form 2: root = string 5)

form1: root = string 6



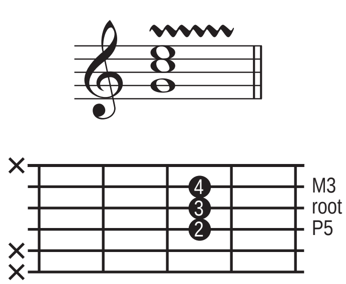
form2: root = string 5



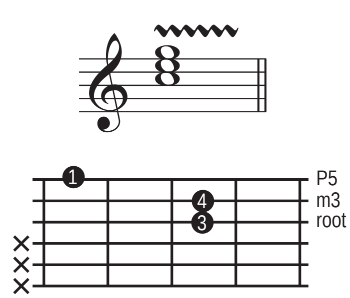
154_major3rd_vibrato

major 3rd chord (form 1: string 4+3+2, form 2: string 3+2+1) + Pinch harmonics

form1: string 4+3+2



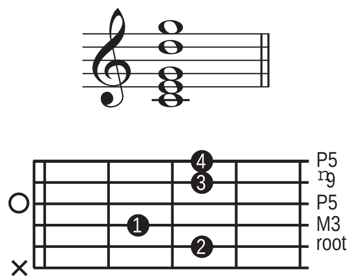
form2: string 3+2+1



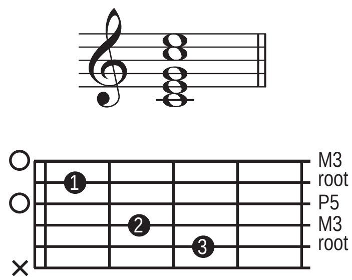
155_open_chords

Open chords & low chords
(G, Gomit3, GonB, C, Cadd9, D, DonA, DonF#, E, F, A, B, Bm,)

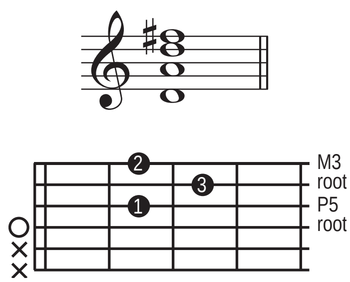
Cadd9



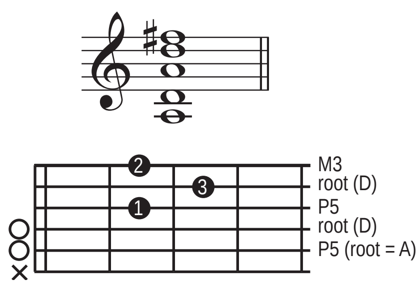
C



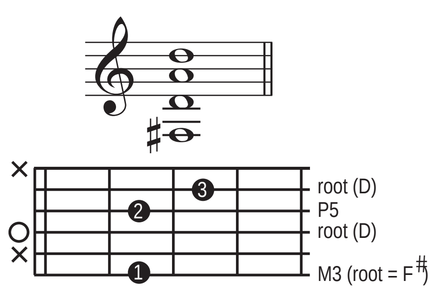
D



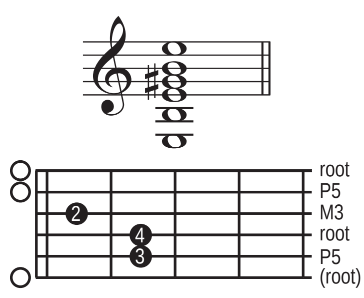
DonA



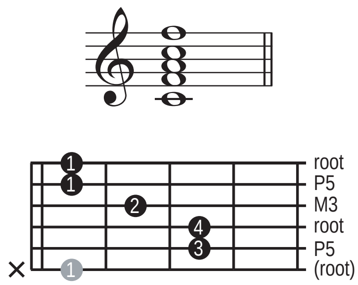
DonF#



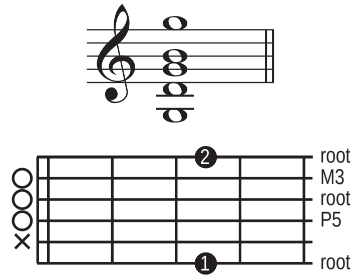
E



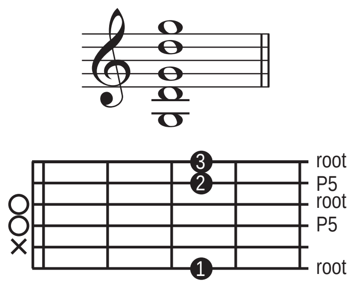
F



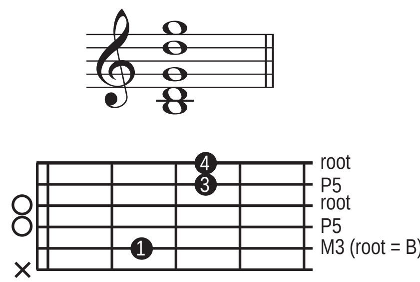
G



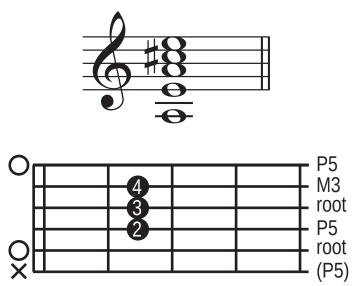
Gomit3



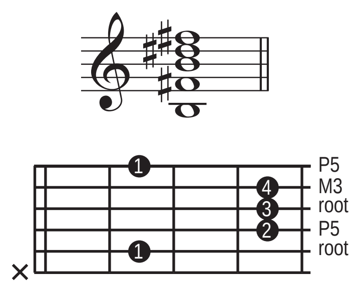
GonB



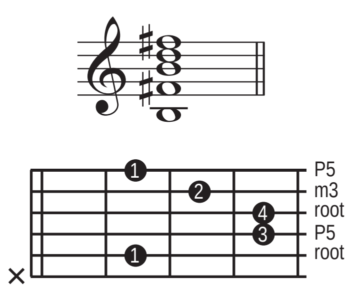
A



B



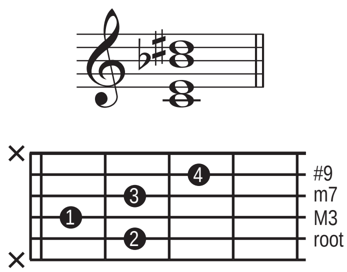
Bm



156_#9

7(#9) chord
7(#9) chord gliss down

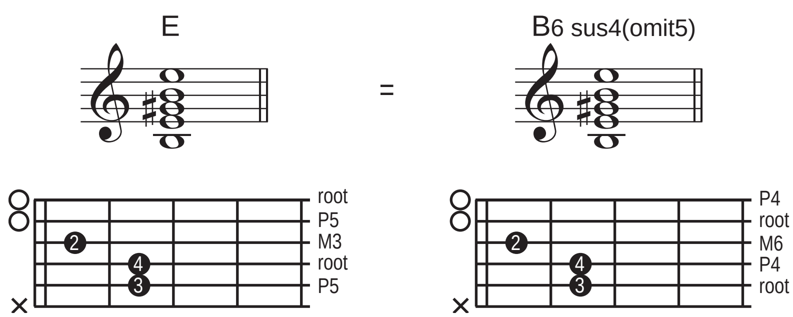
root = string 5



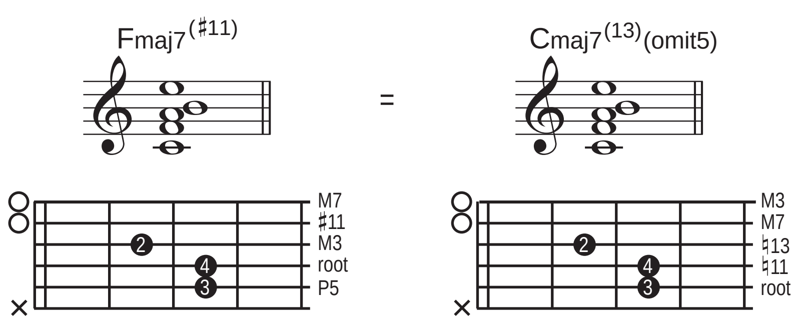
158_other_chords

Nine additional chords

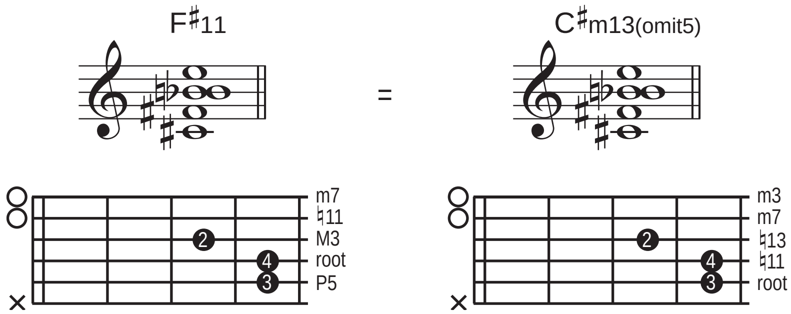
Chord 1:



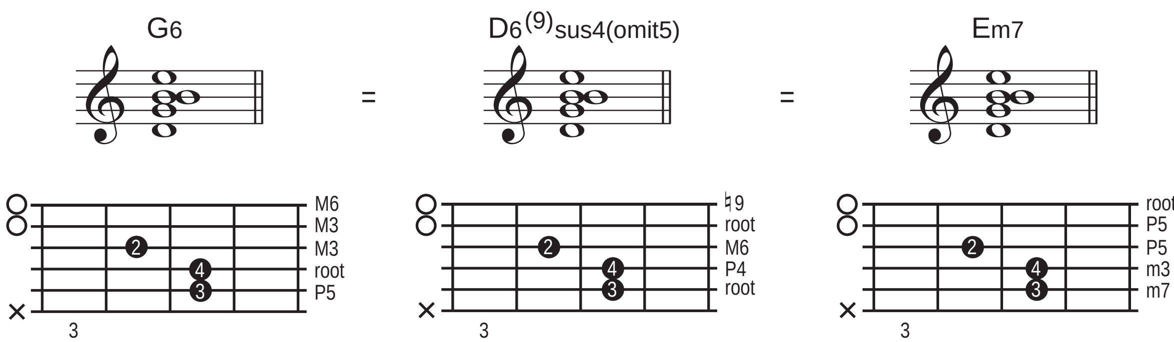
Chord 2:



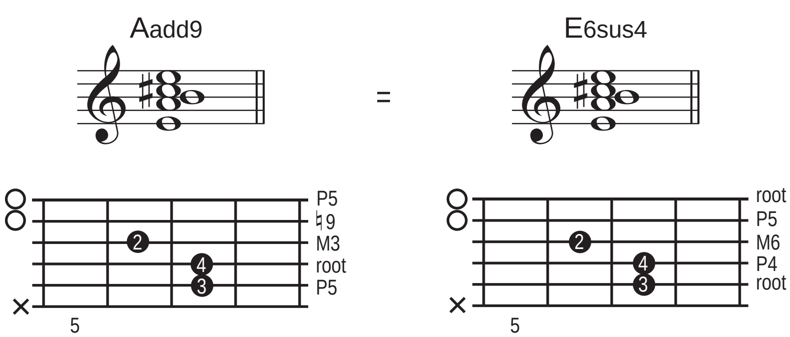
Chord 3:



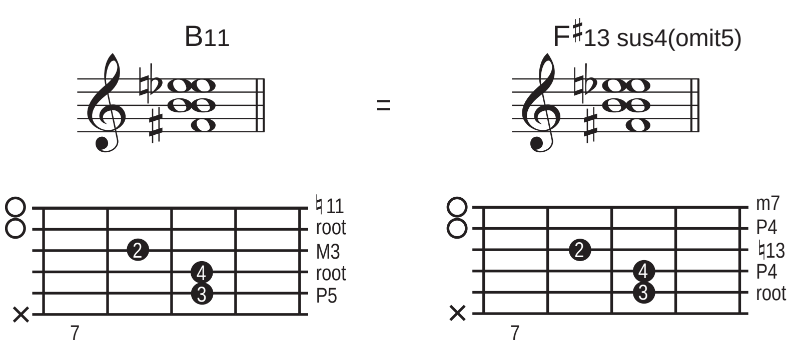
Chord 4:



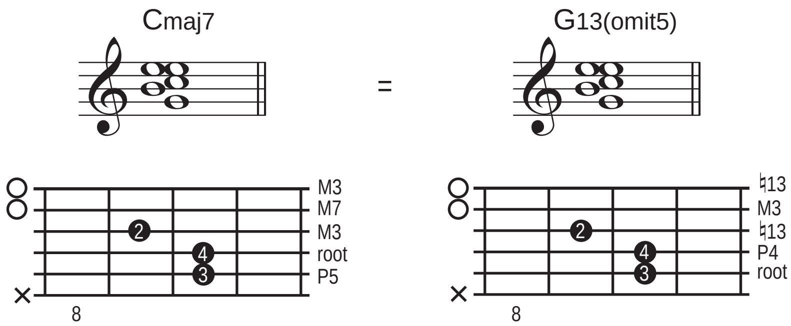
Chord 5:



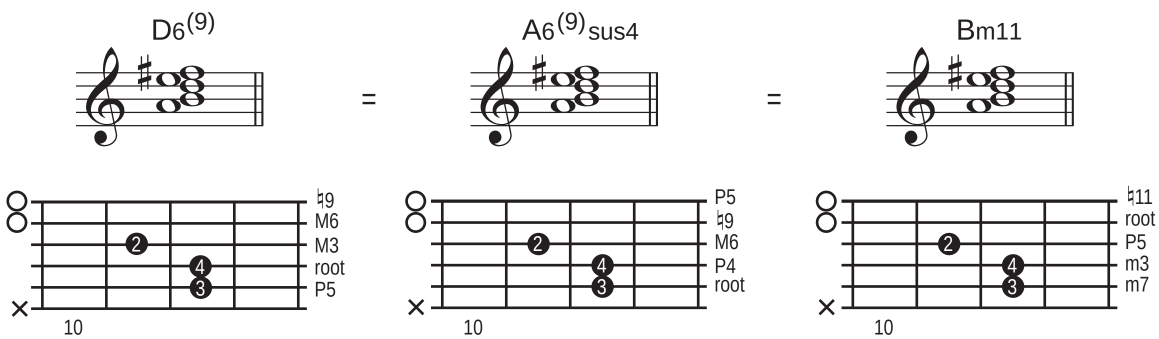
Chord 6:



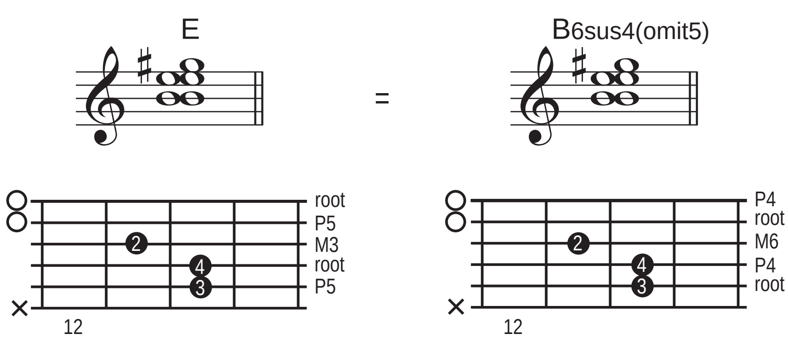
Chord 7:



Chord 8:



Chord 9:

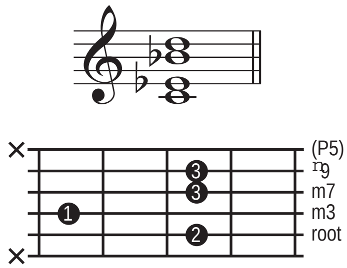


159_m7(9)

Distortion level: crunch

m7(9) chord

root = string 5

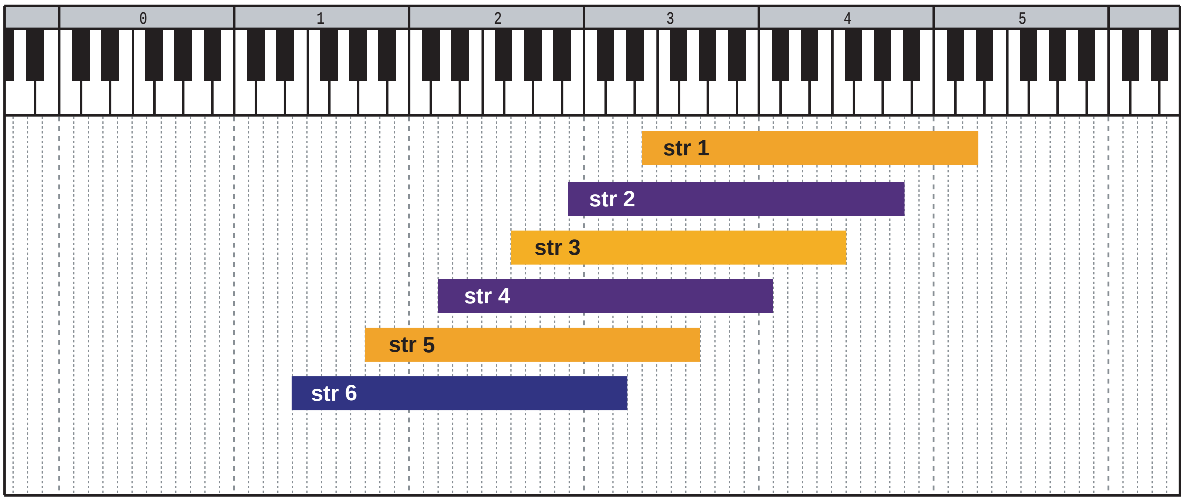


Mapping & Key range

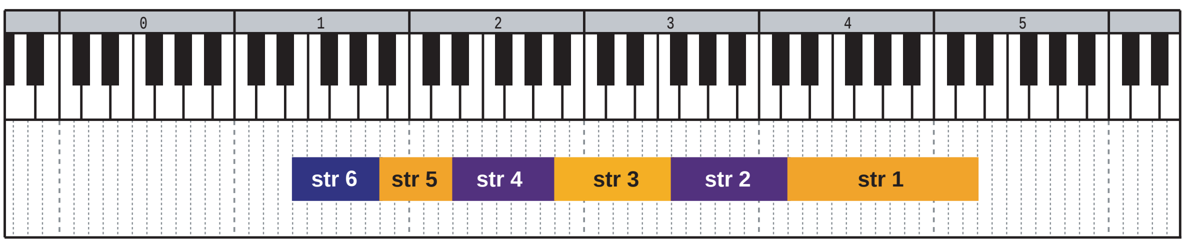
Single note

001_single_sustain
003_single_staccato
028_single_mute

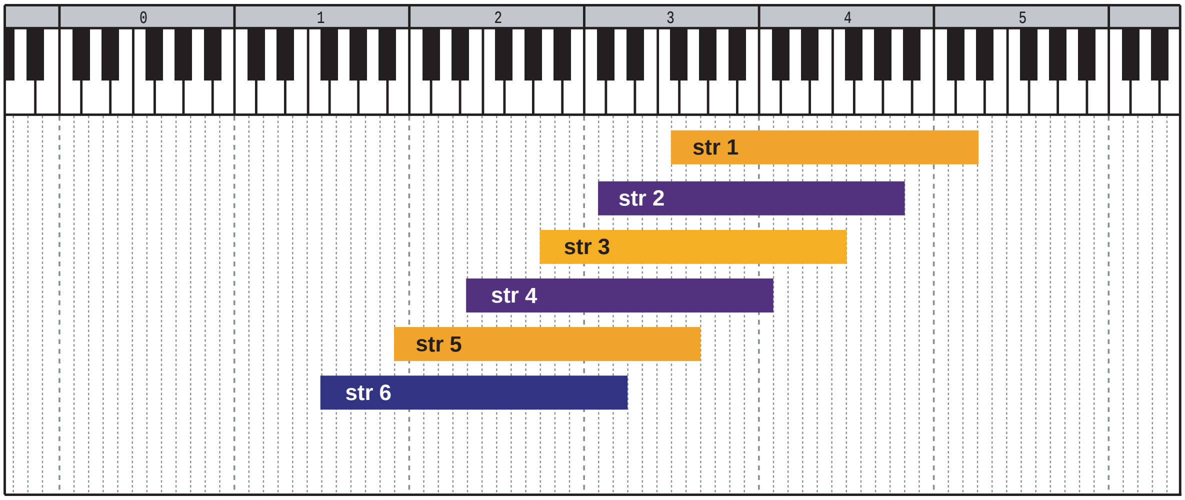
Full mapping



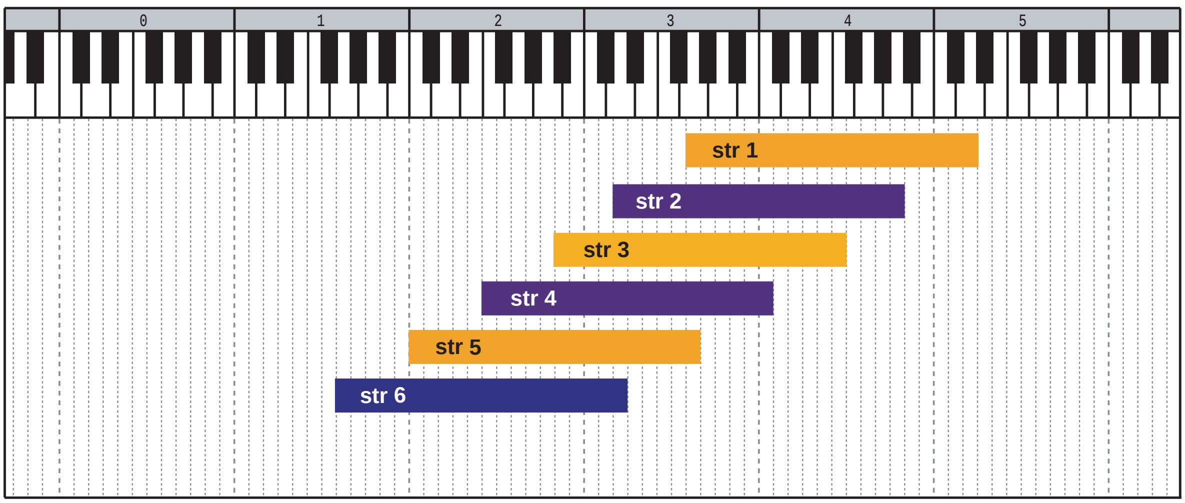
Optimized Mapping



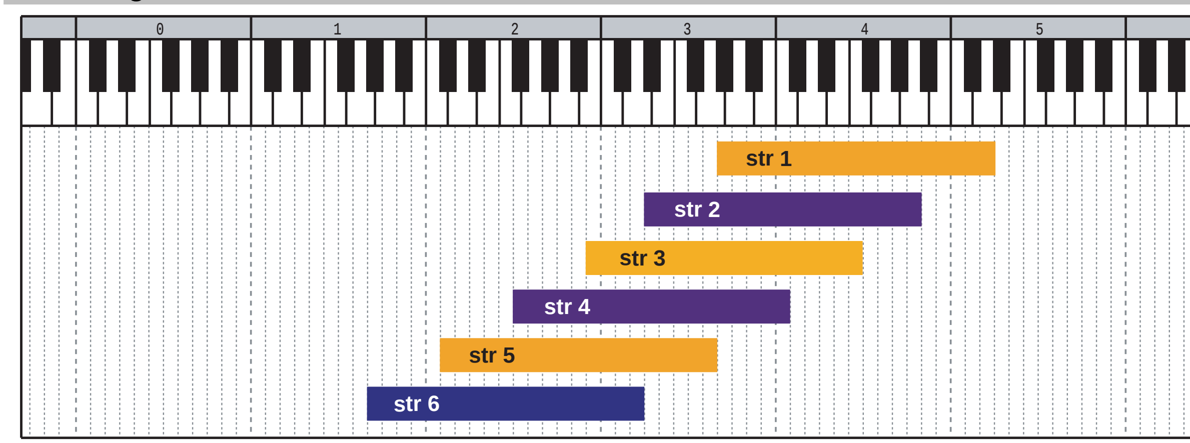
004_single_slide_down_1fret



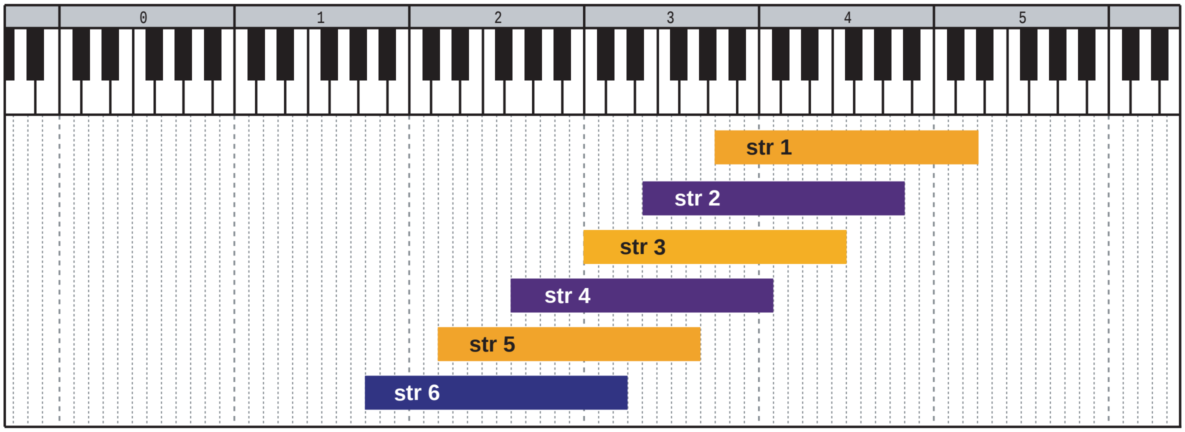
005_single_slide_down_2fret



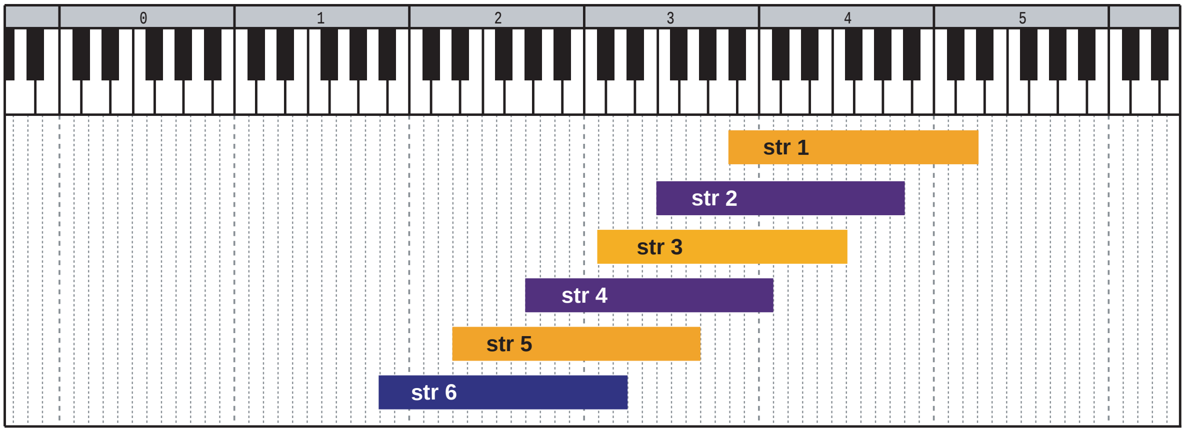
006_single_slide_down_3fret



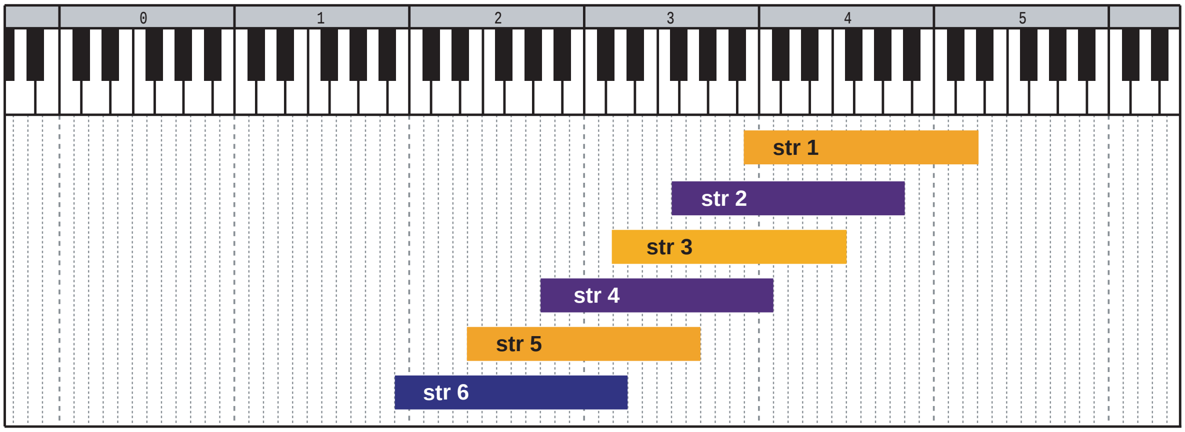
007_single_slide_down_4fret



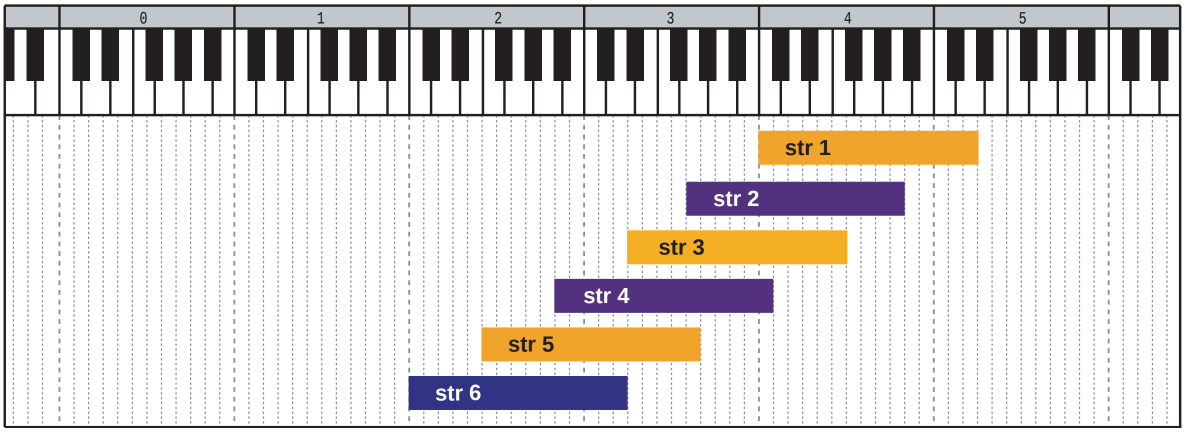
008_single_slide_down_5fret



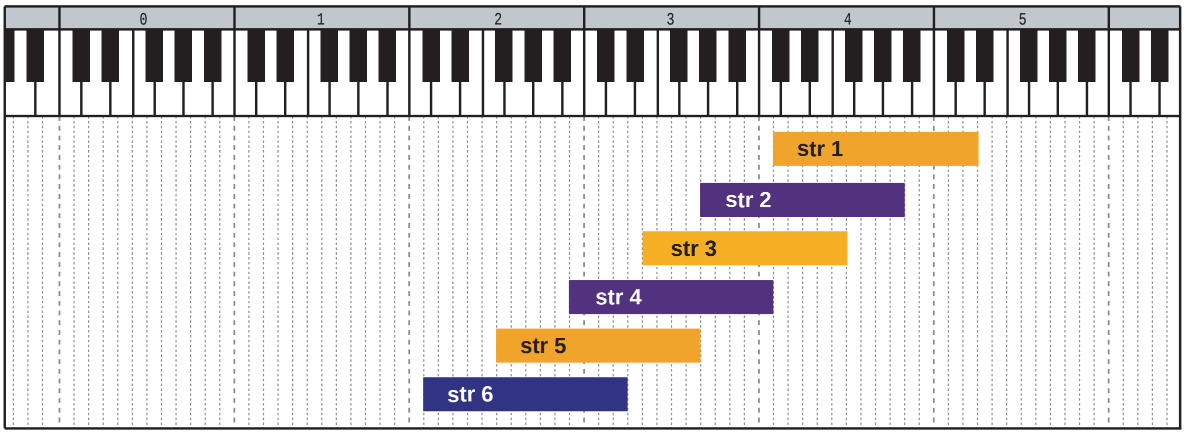
009_single_slide_down_6fret



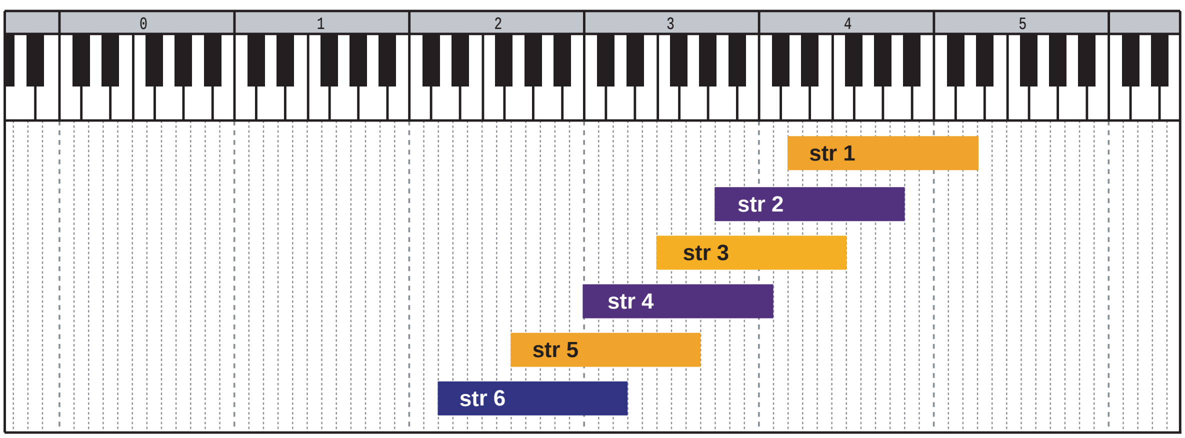
010_single_slide_down_7fret



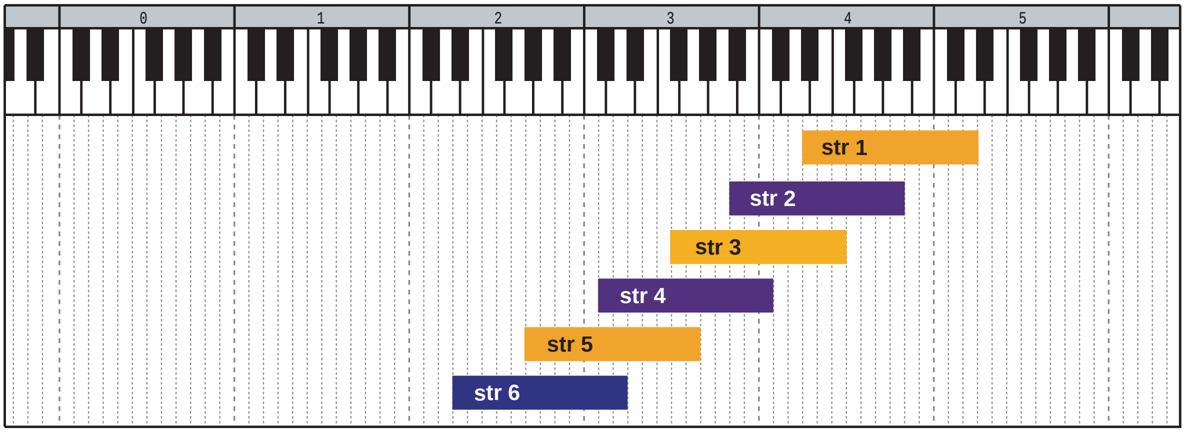
011_single_slide_down_8fret



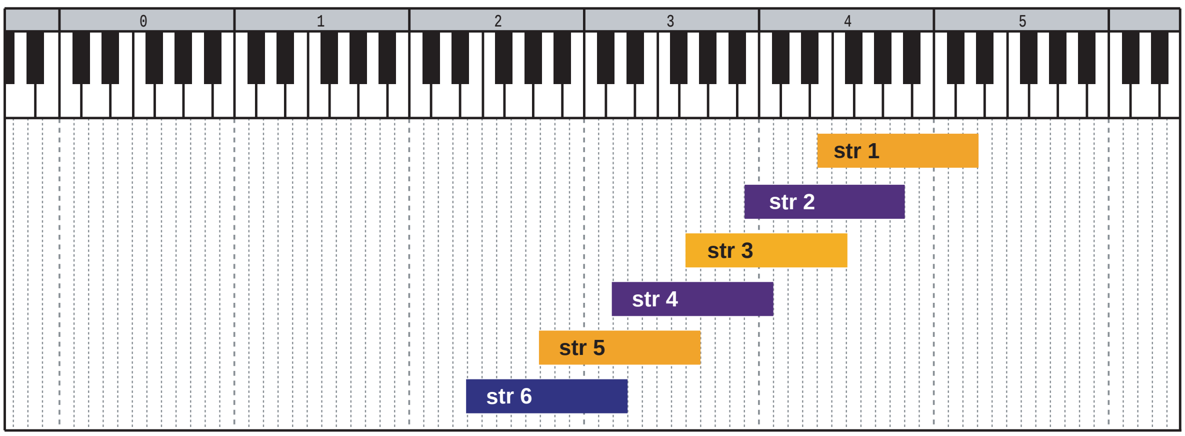
012_single_slide_down_9fret



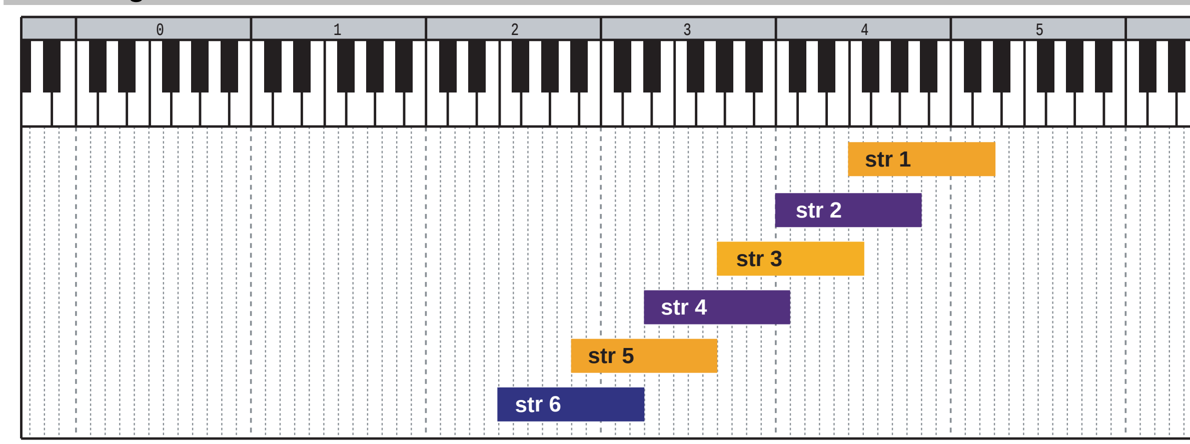
013_single_slide_down_10fret



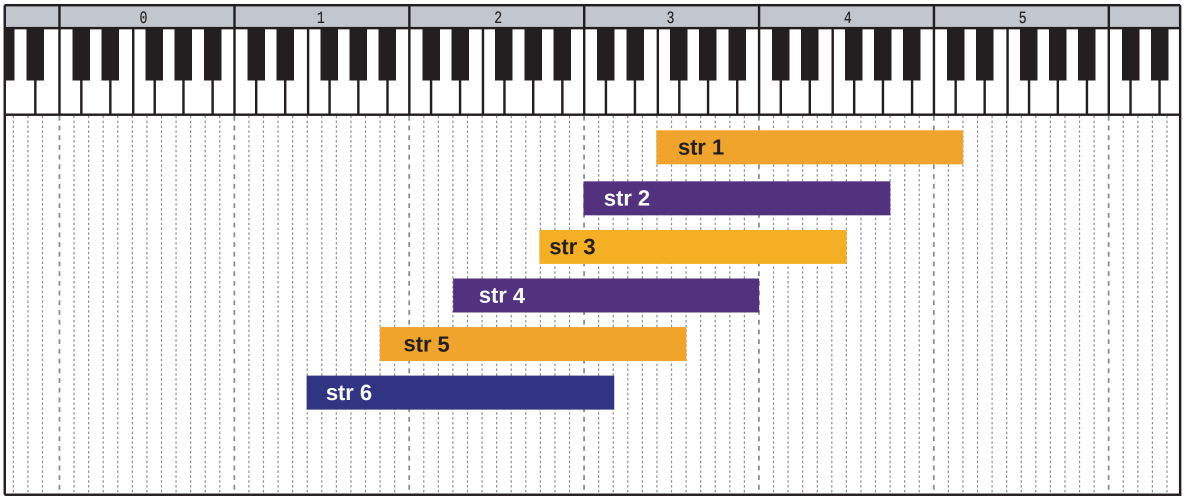
014_single_slide_down_11fret



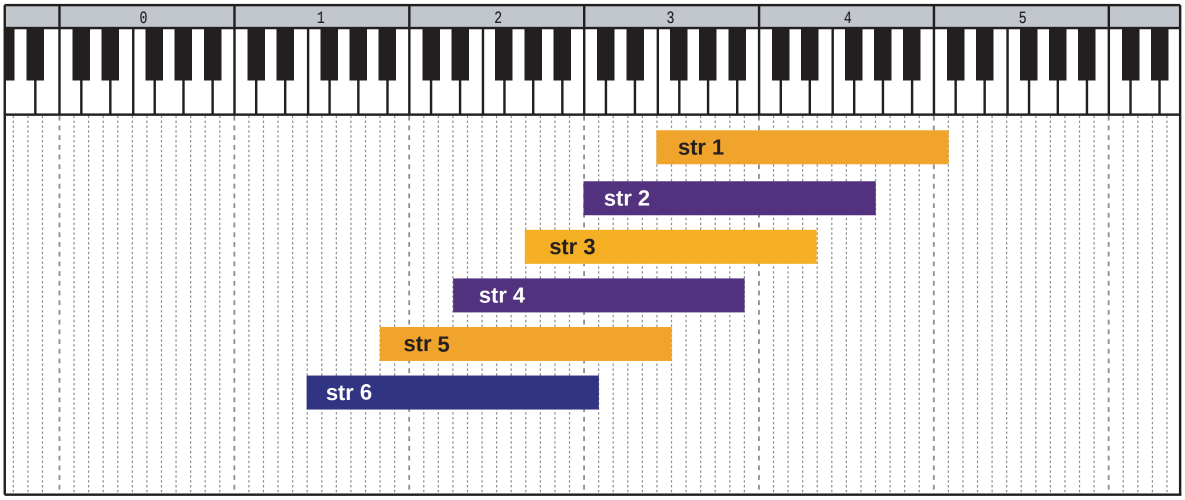
015_single_slide_down_12fret



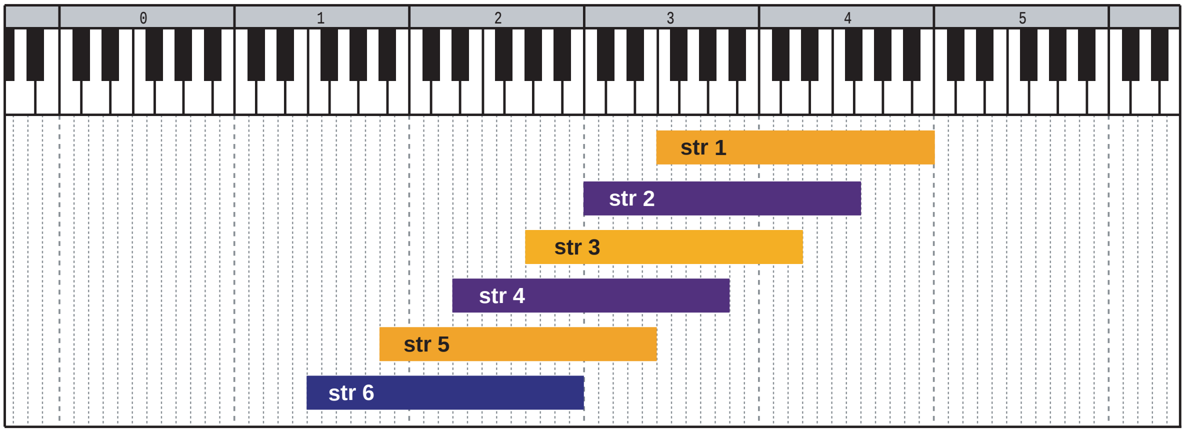
016_single_slide_up_1fret



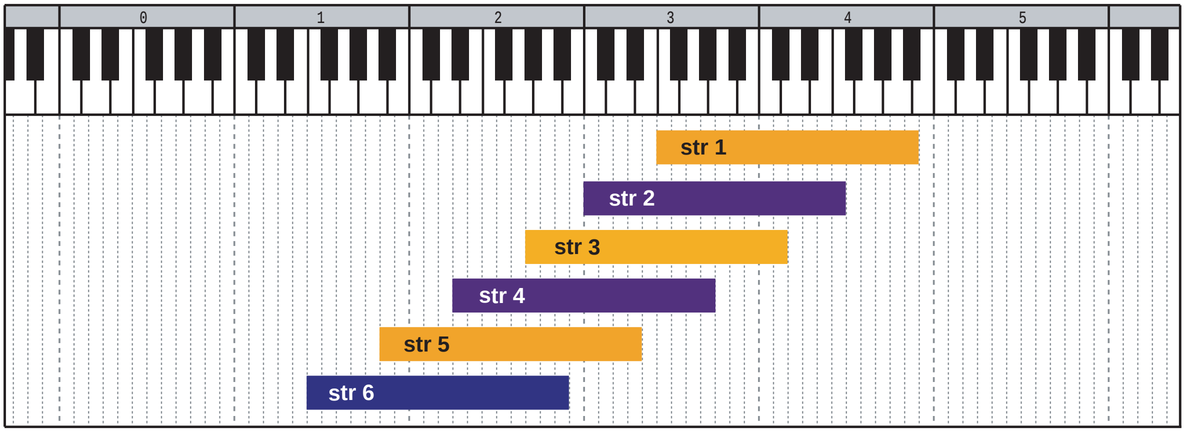
017_single_slide_up_2fret



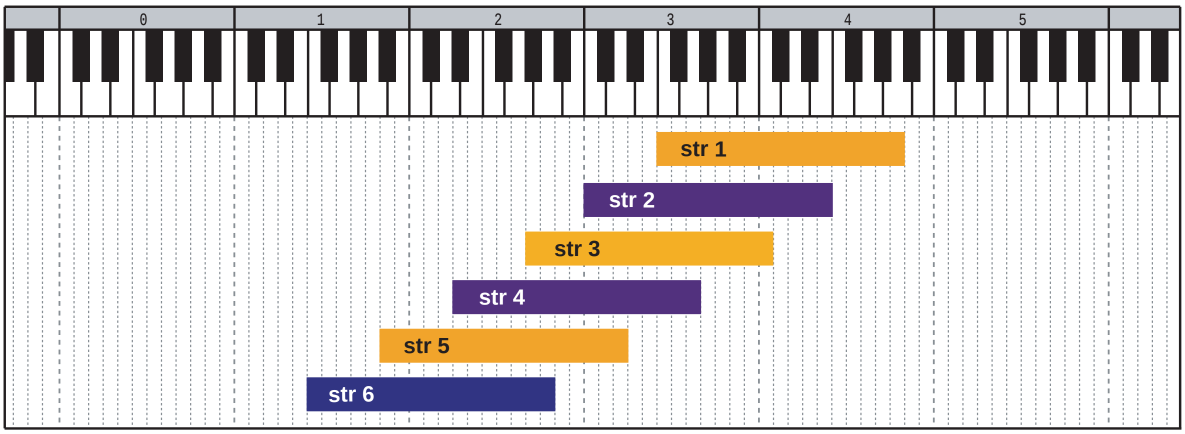
018_single_slide_up_3fret



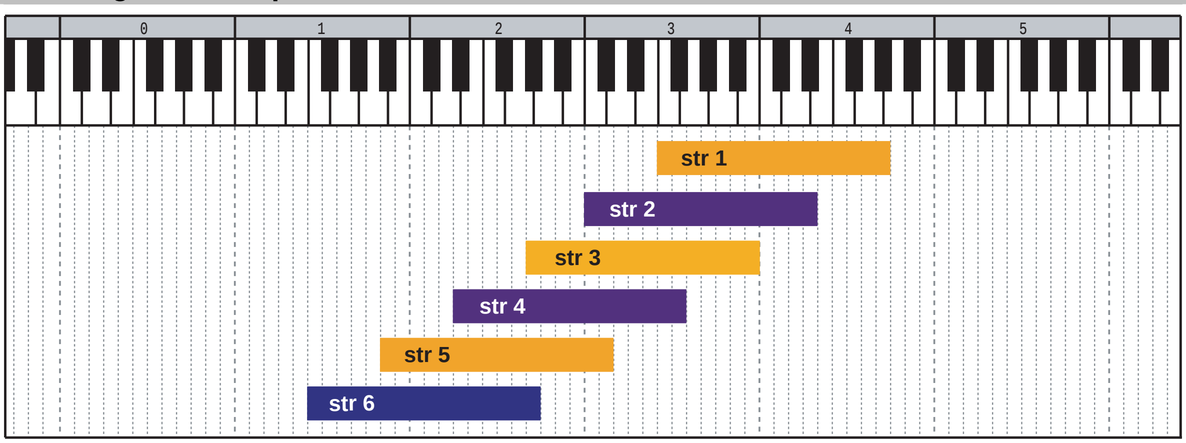
019_single_slide_up_4fret



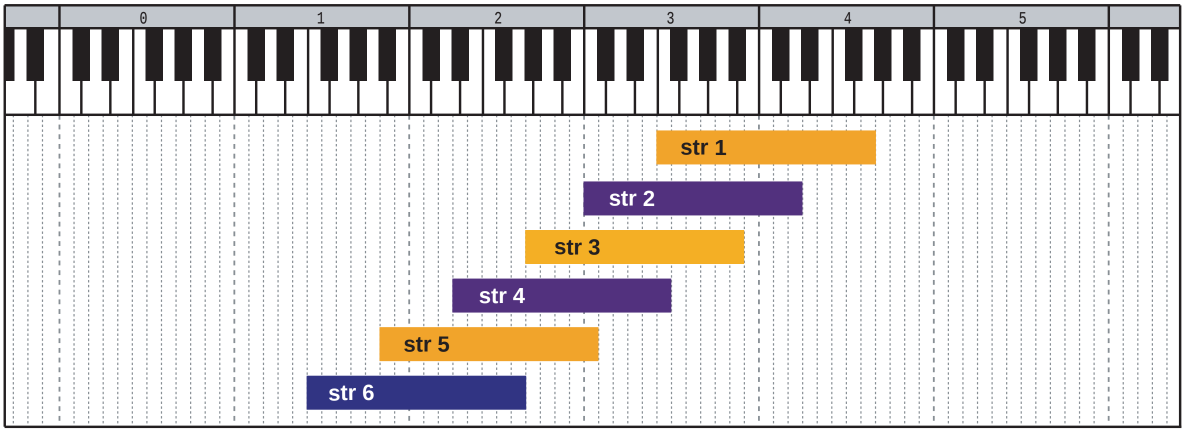
020_single_slide_up_5fret



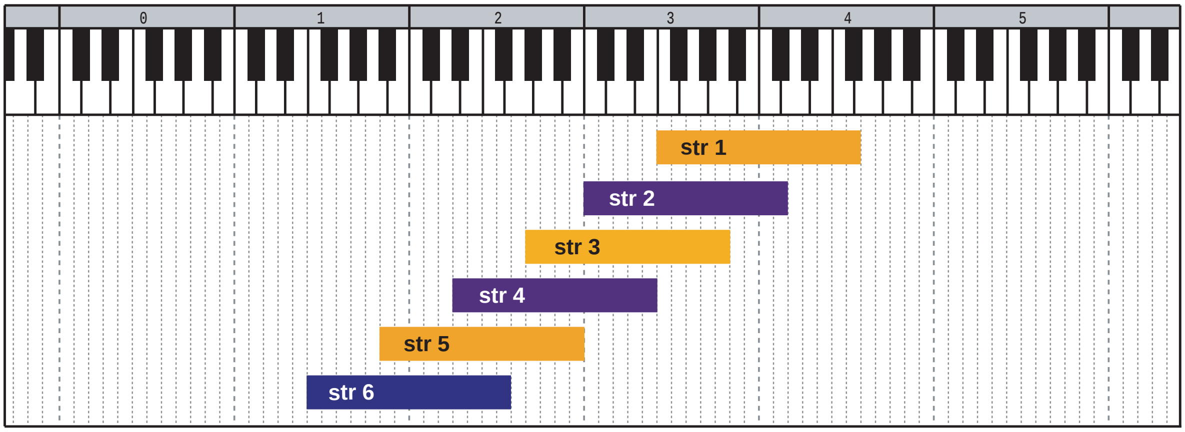
021_single_slide_up_6fret



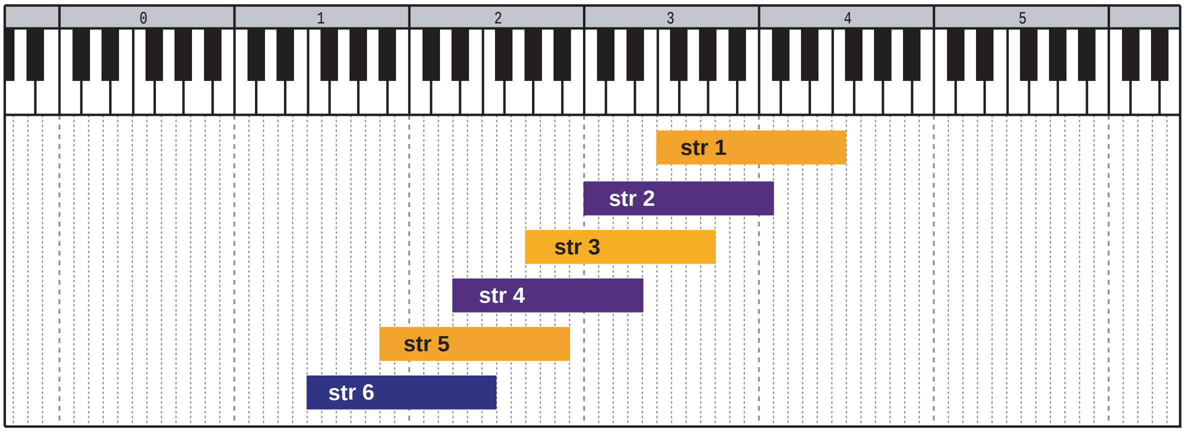
022_single_slide_up_7fret



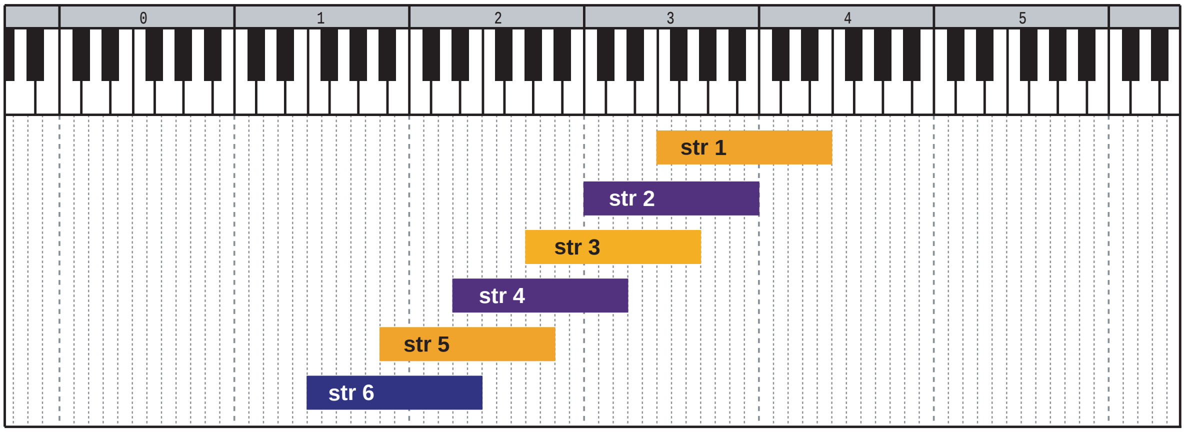
023_single_slide_up_8fret



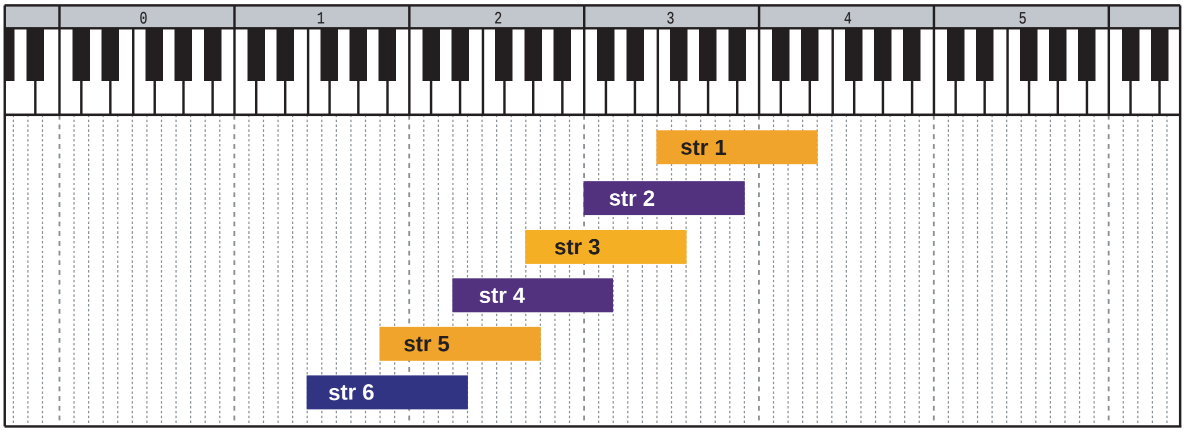
024_single_slide_up_9fret



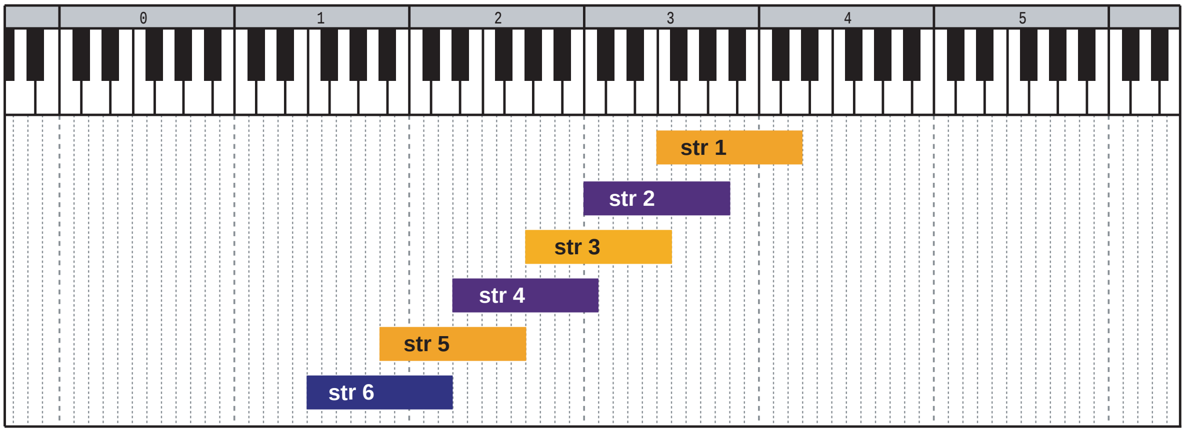
025_single_slide_up_10fret



026_single_slide_up_11fret

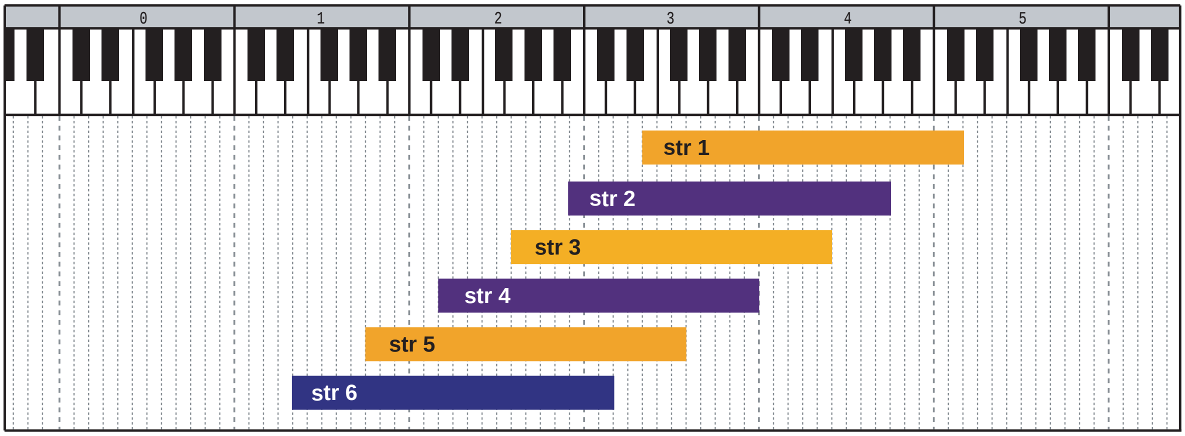


027_single_slide_up_12fret

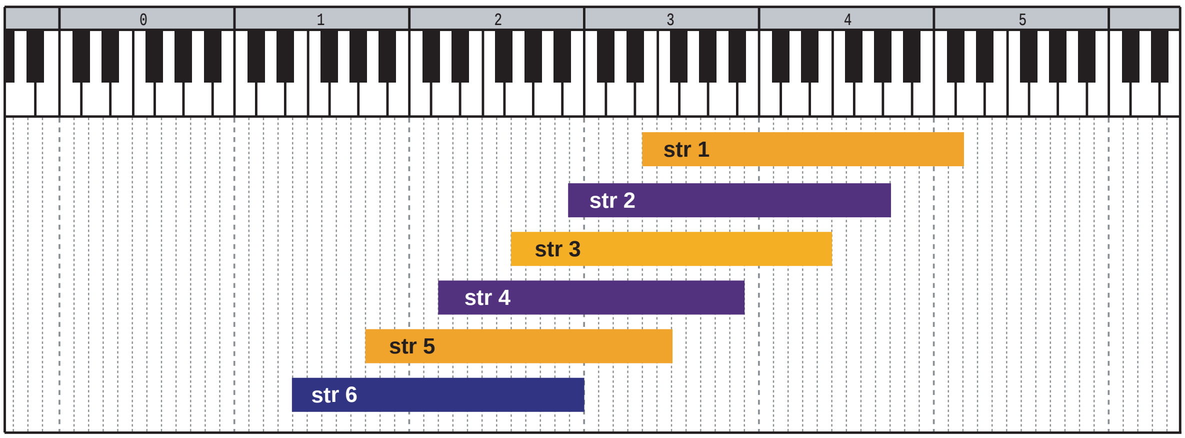


031_single_trill

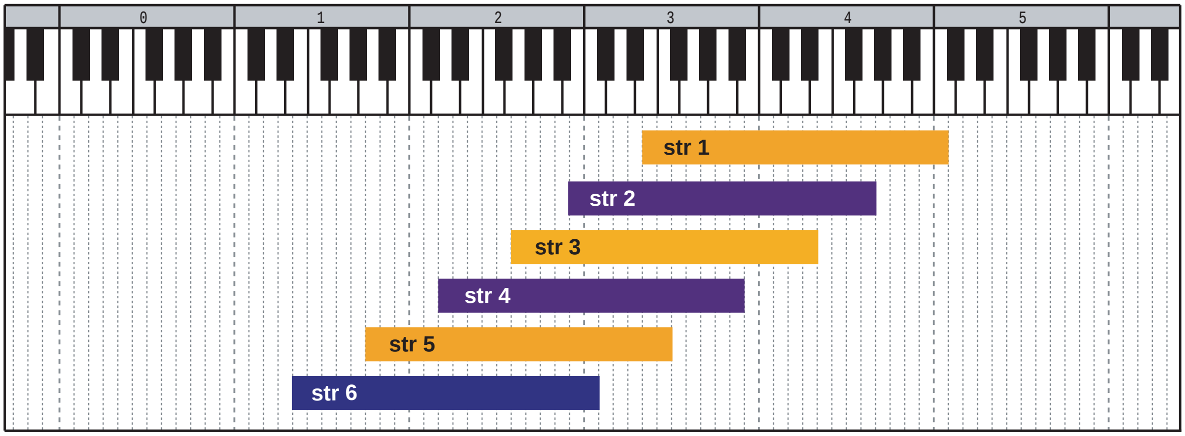
Full mapping (half step 1 time trill)



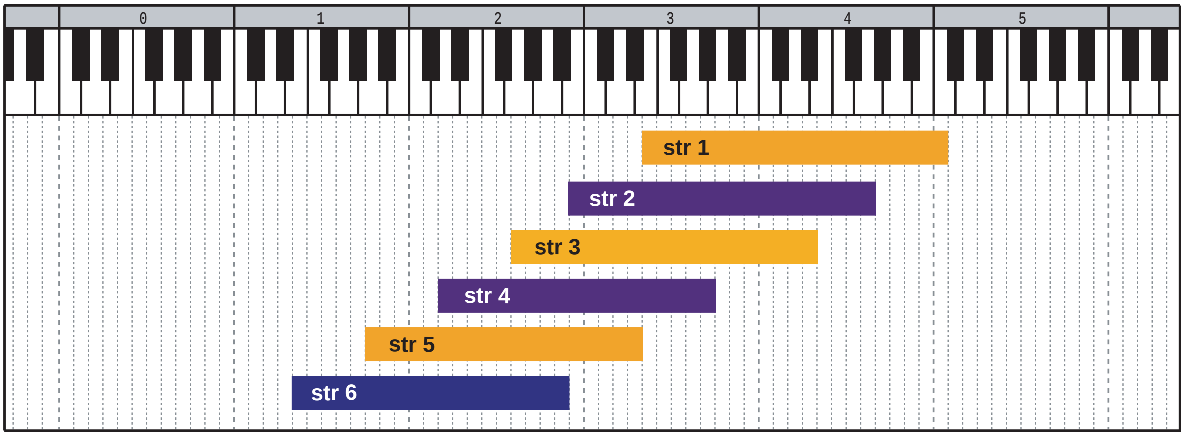
Full mapping (half step continuous trill)



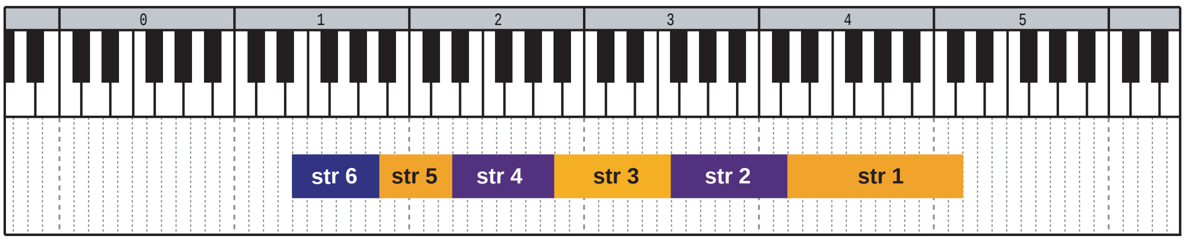
Full mapping (whole step 1 time trill)



Full mapping (whole step continuous trill)

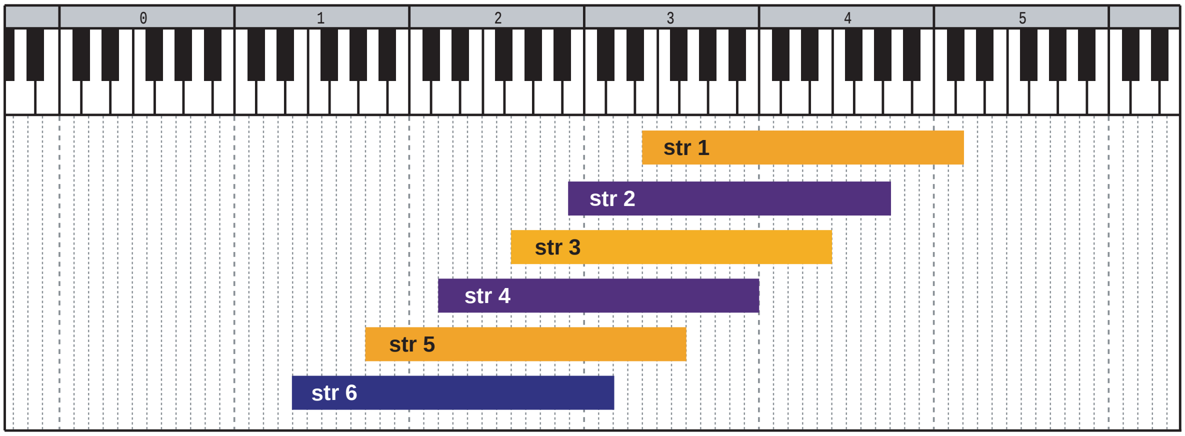


Optimized Mapping

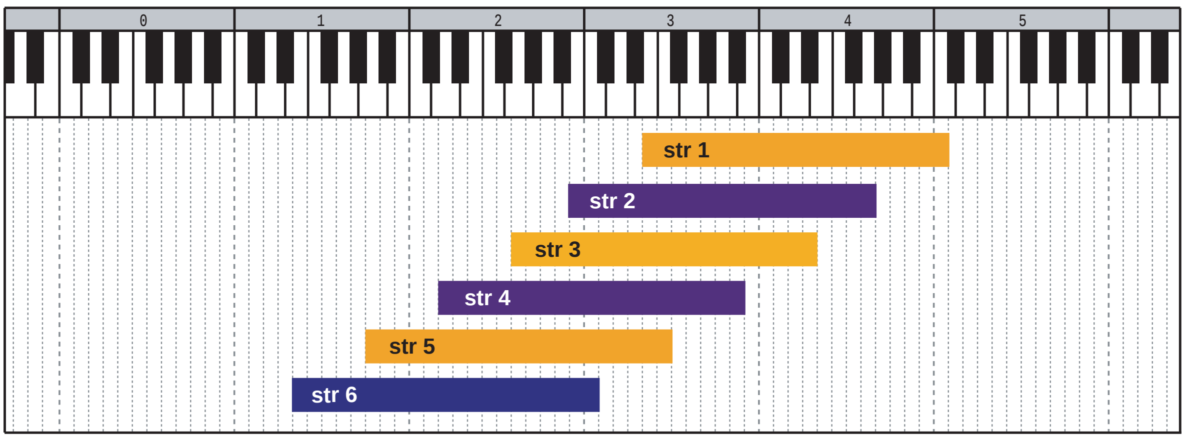


032_single_hammer_on

Full mapping (half step hammer-on)

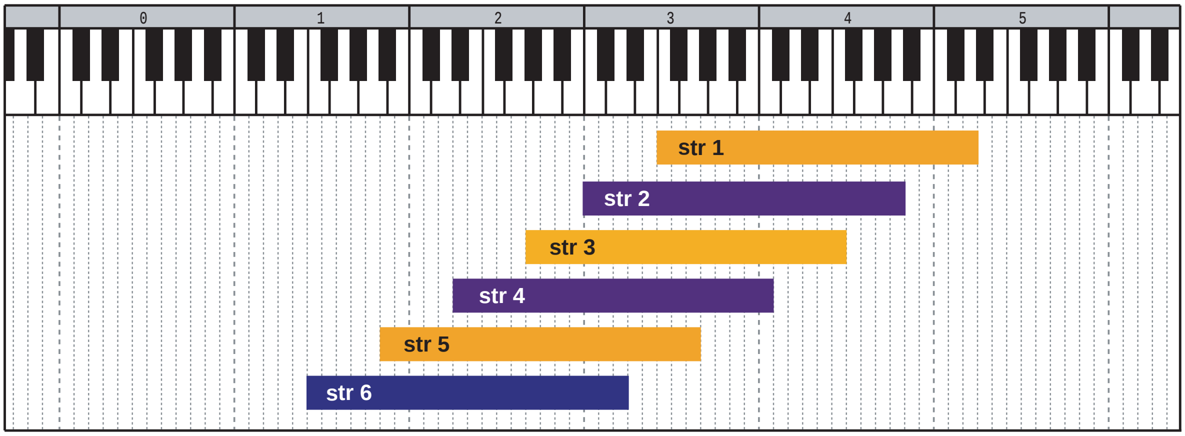


Full mapping (whole step hammer-on)

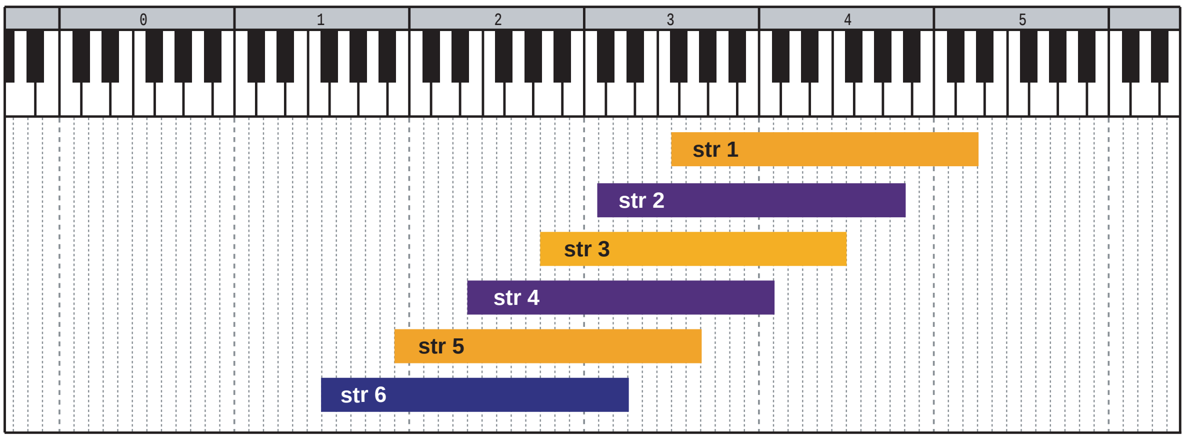


033_single_pull_off

Full mapping (half step pull-off)

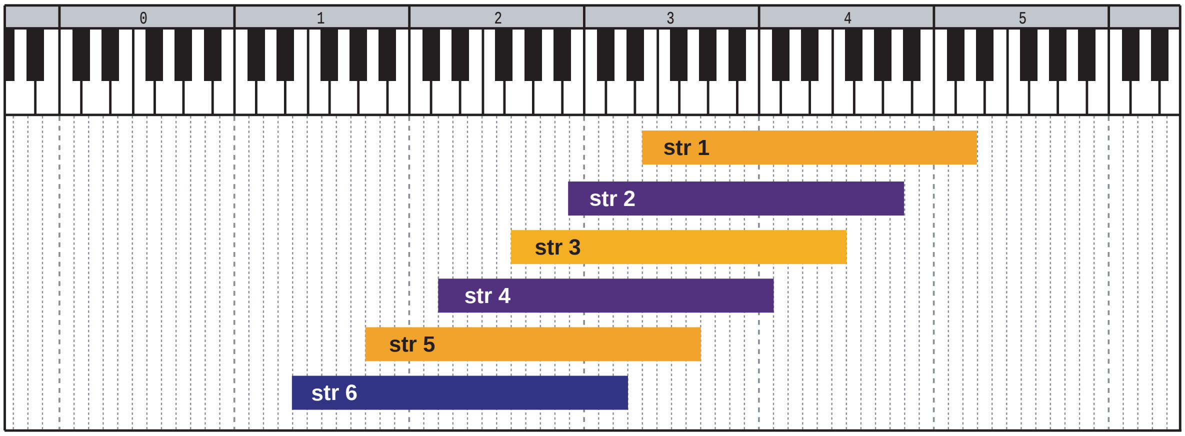


Full mapping (whole step pull-off)

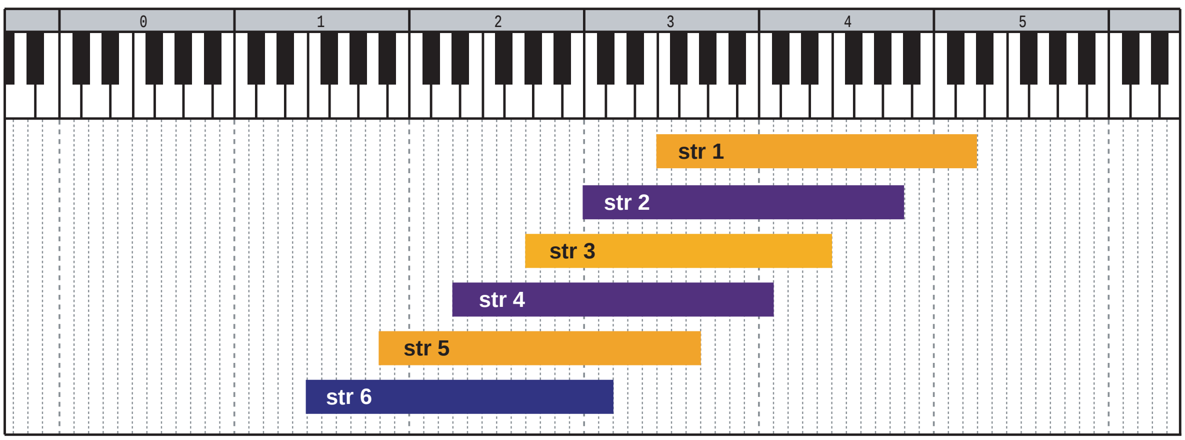


034_single_picking_harmonics

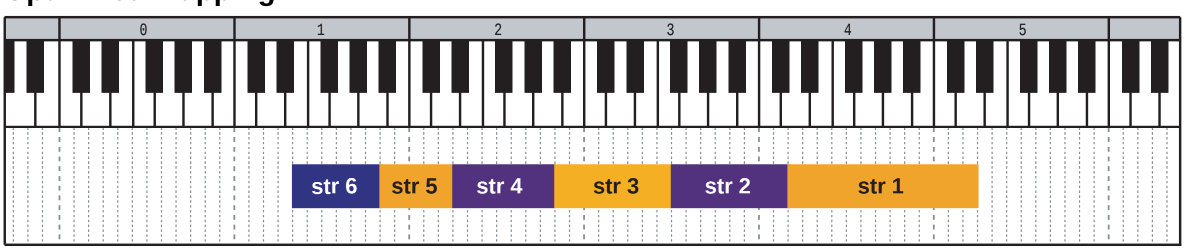
Full mapping (no vibrato)



Full mapping (with vibrato)

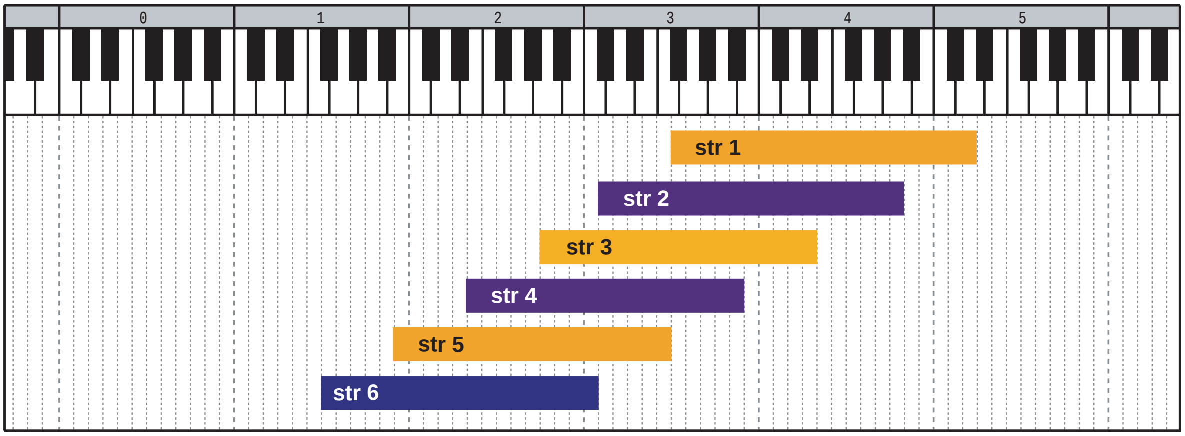


Optimized mapping



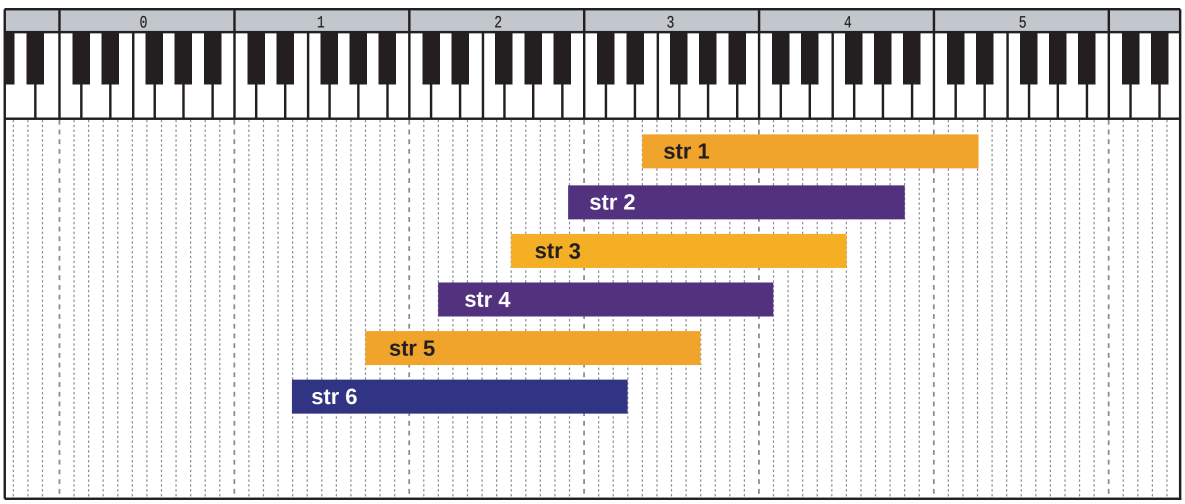
035_single_bend
036_s_bend_pick_harm

Full mapping

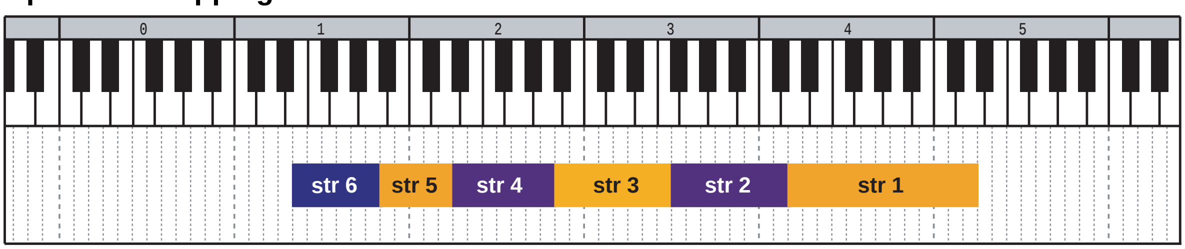


126_tremolo_picking

Full mapping



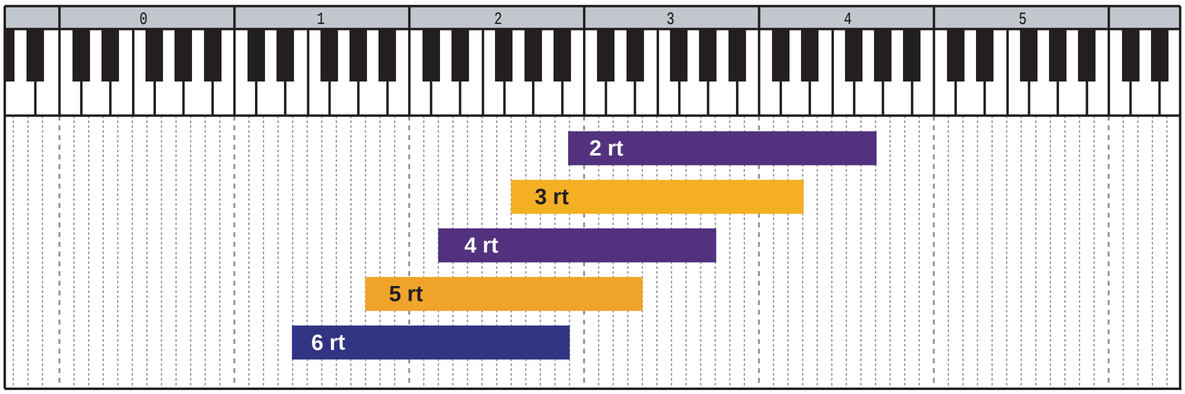
Optimized Mapping



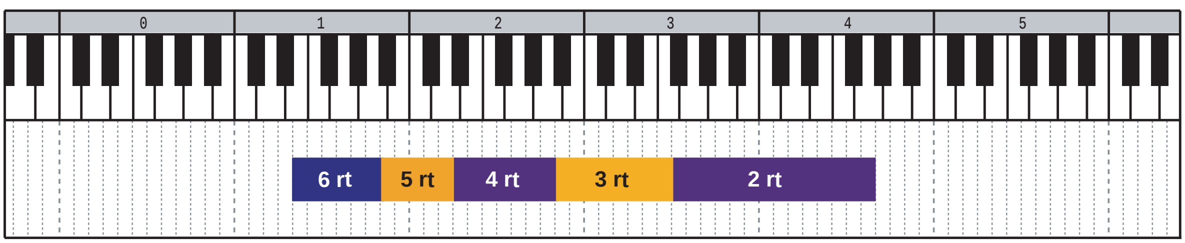
5th-dyad chord

037_5th_sustain

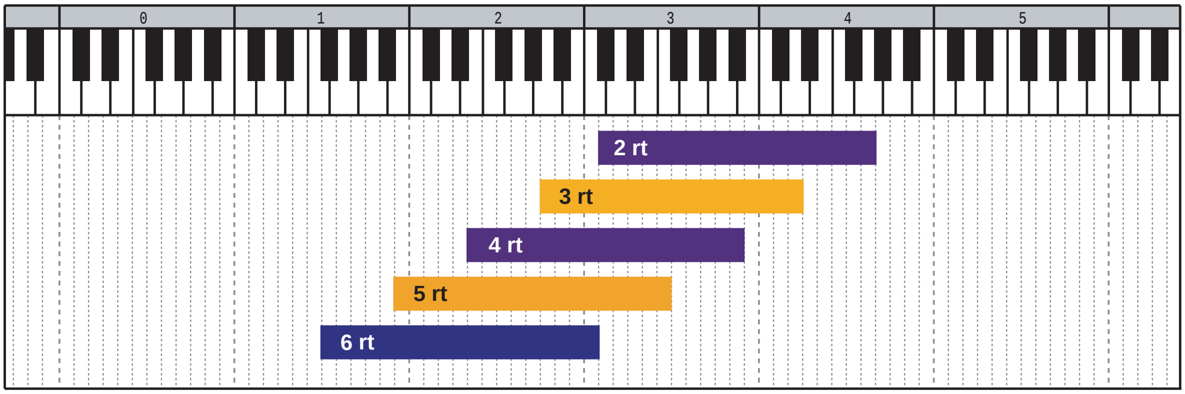
Full mapping



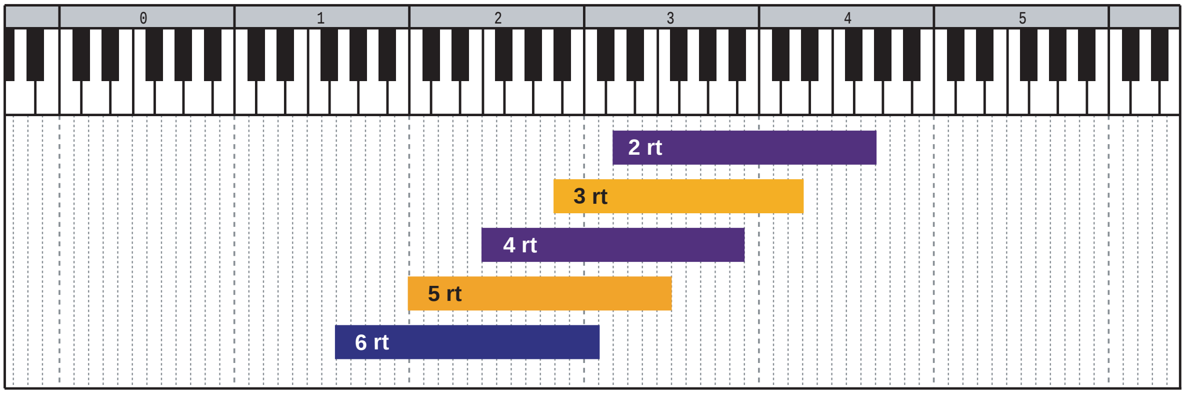
Optimized Mapping



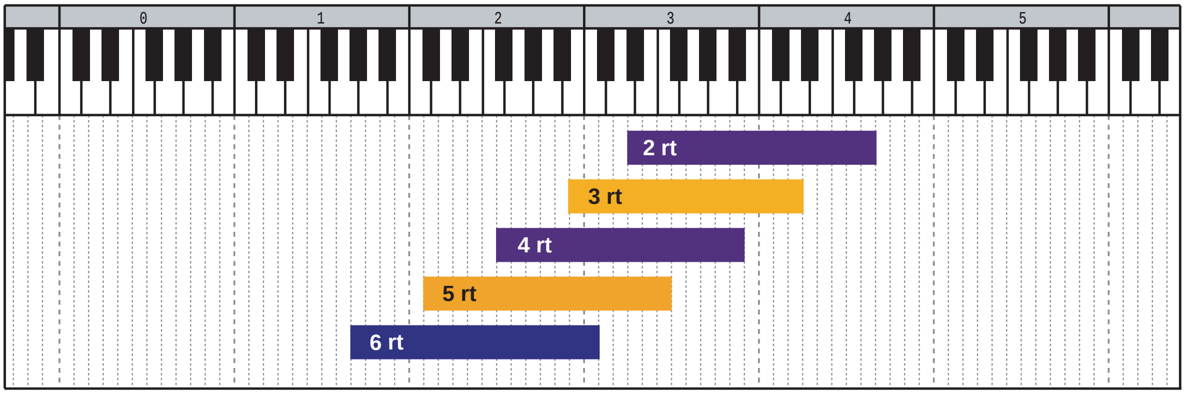
040_5th_slide_down_1fret



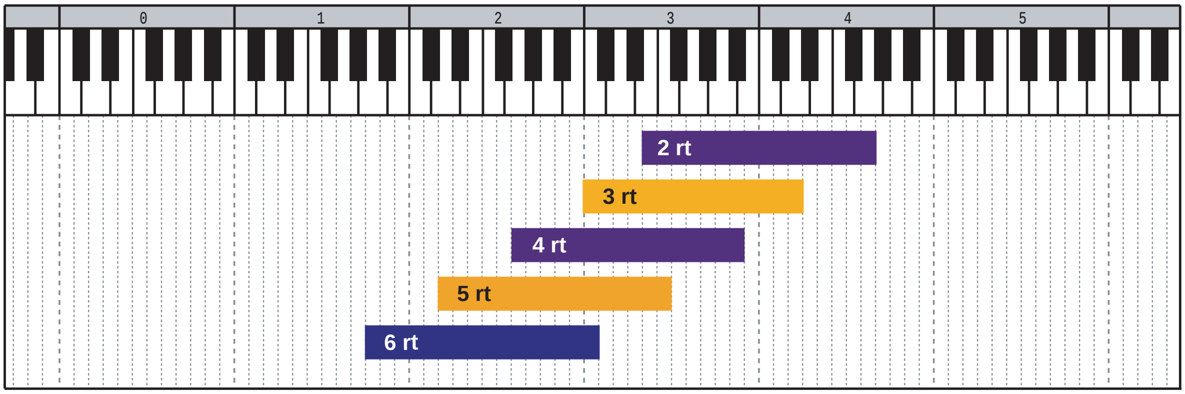
041_5th_slide_down_2fret



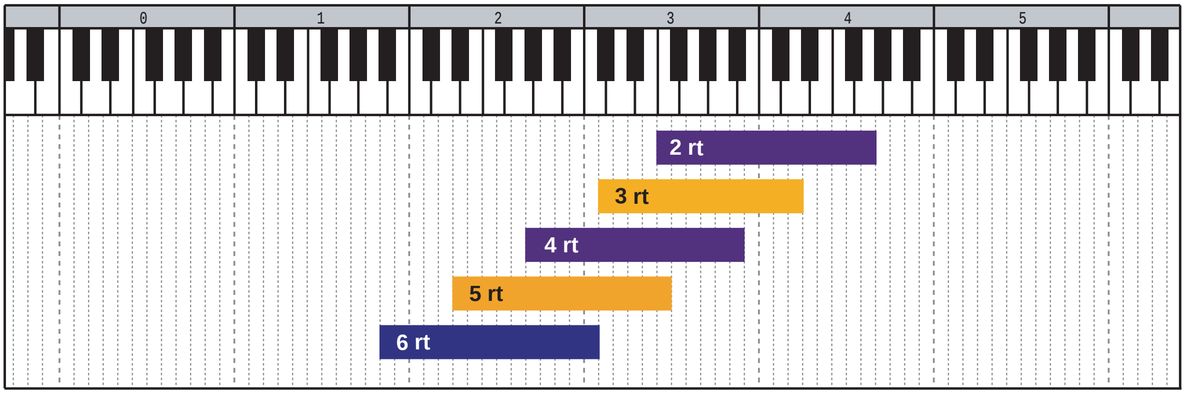
042_5th_slide_down_3fret



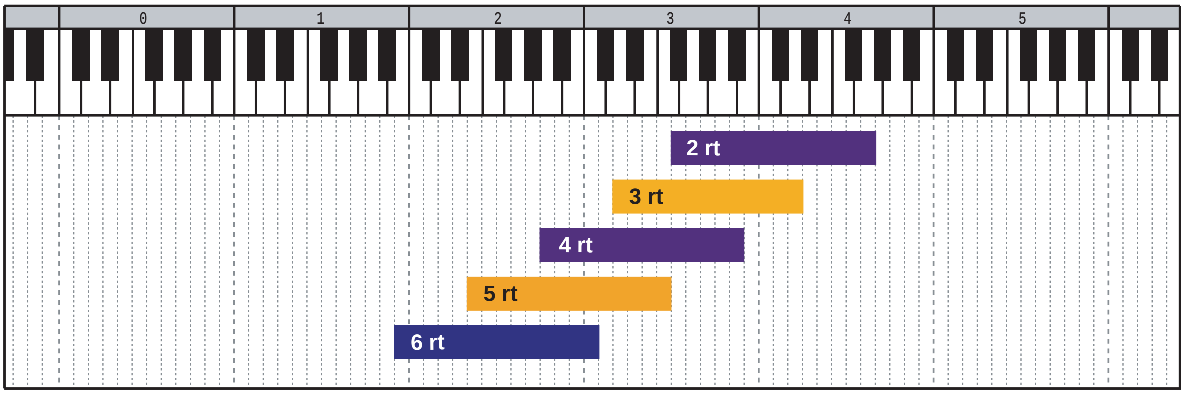
043_5th_slide_down_4fret



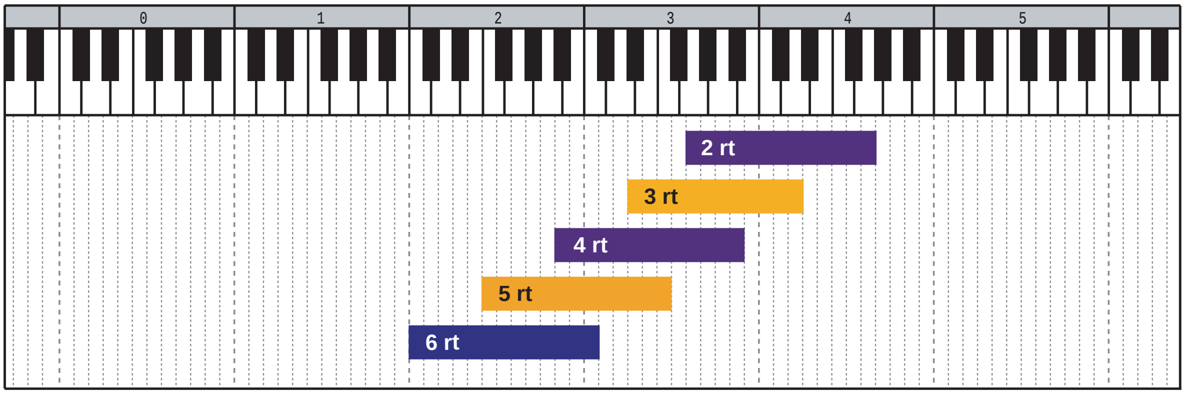
044_5th_slide_down_5fret



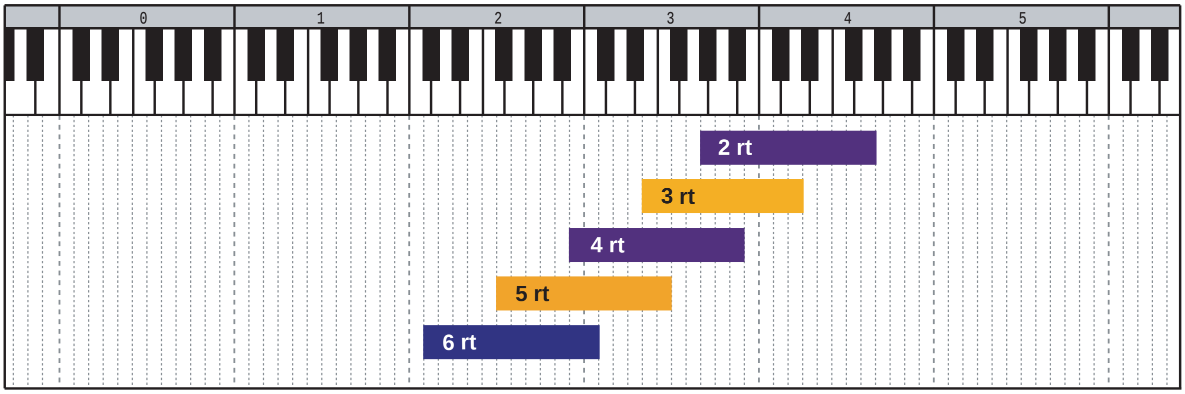
045_5th_slide_down_6fret



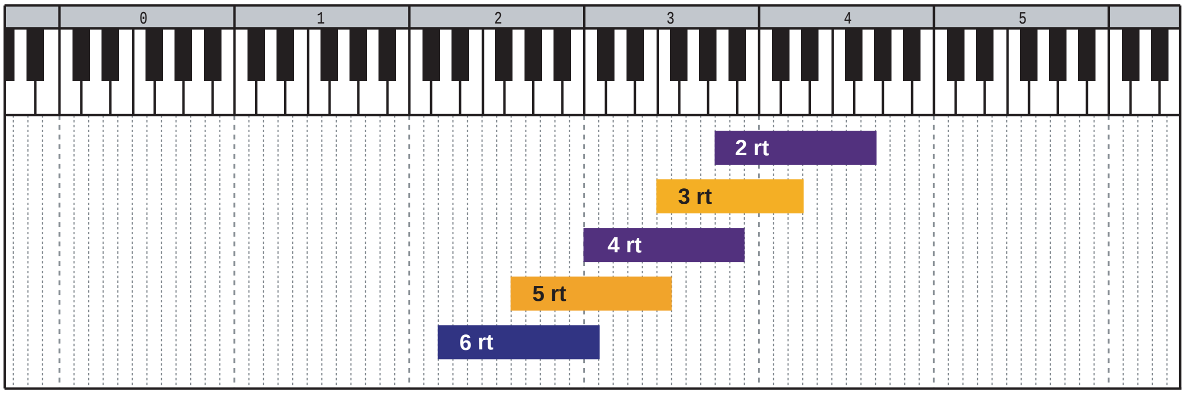
046_5th_slide_down_7fret



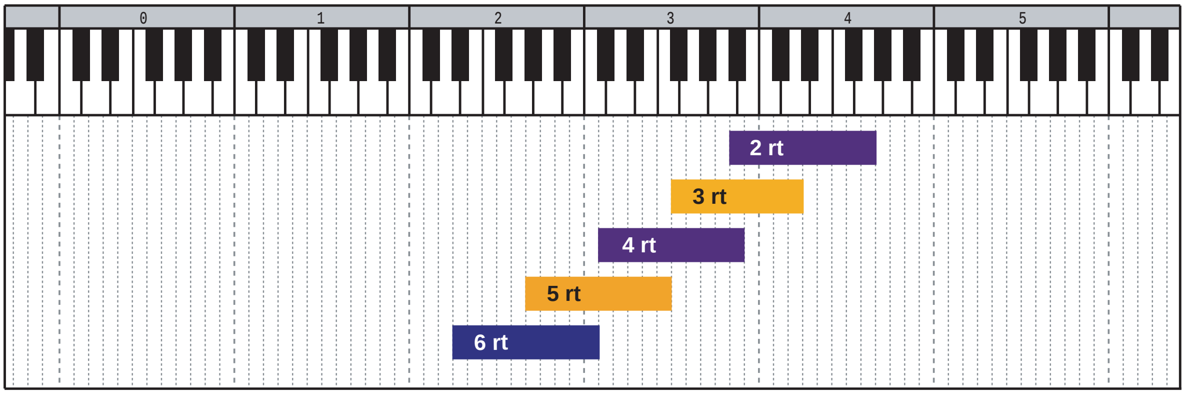
047_5th_slide_down_8fret



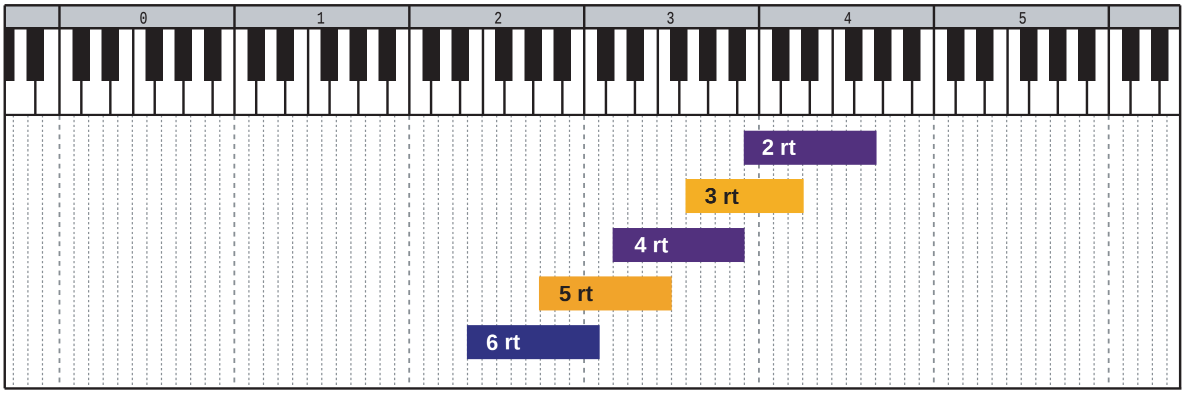
048_5th_slide_down_9fret



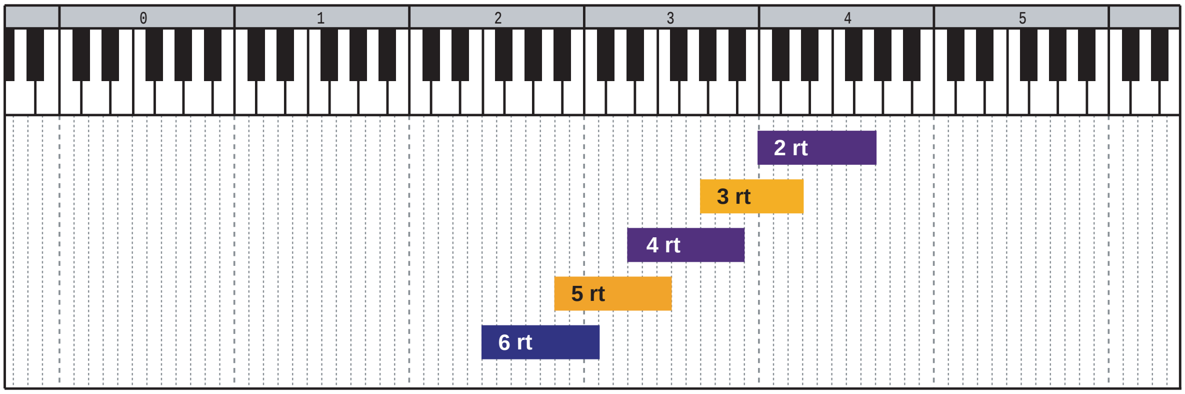
049_5th_slide_down_10fret



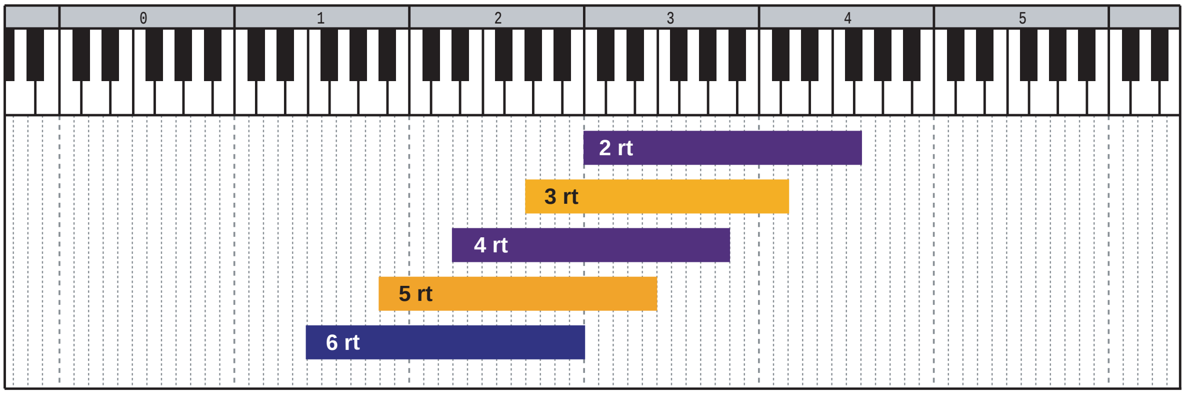
050_5th_slide_down_11fret



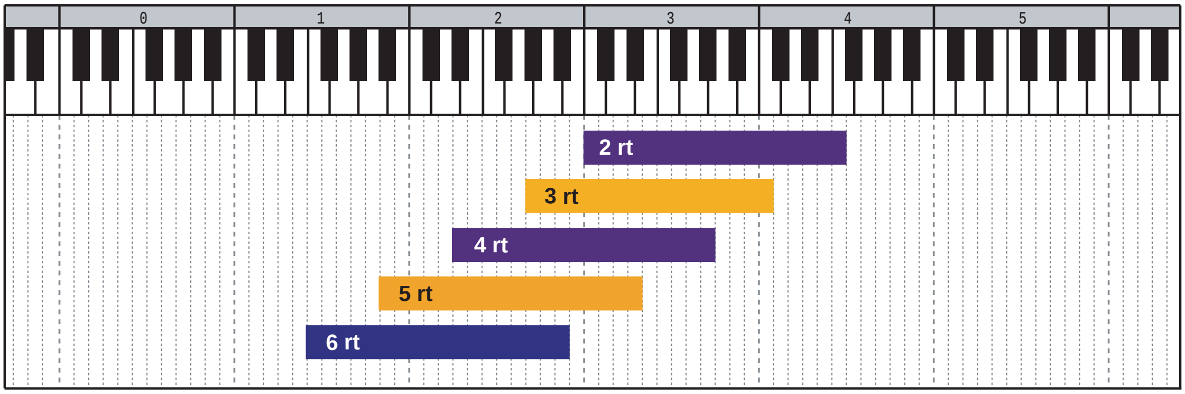
051_5th_slide_down_12fret



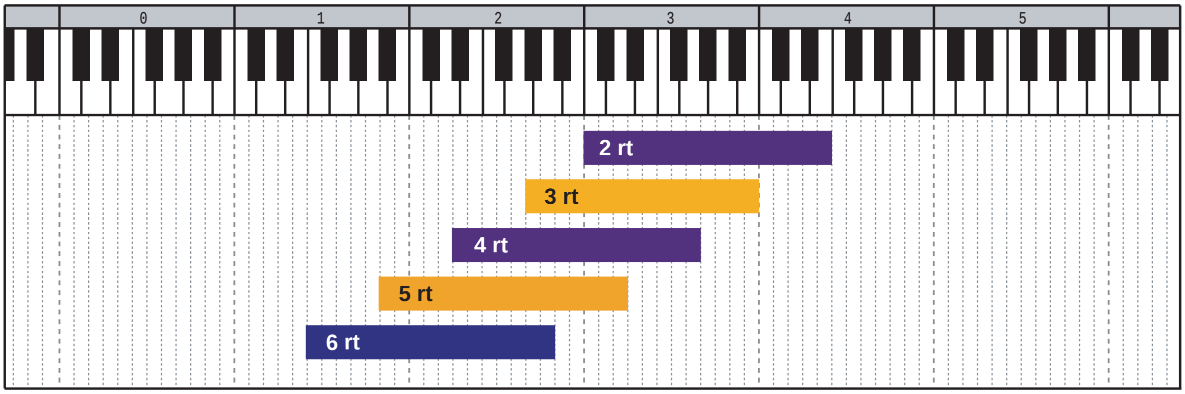
052_5th_slide_up_1fret



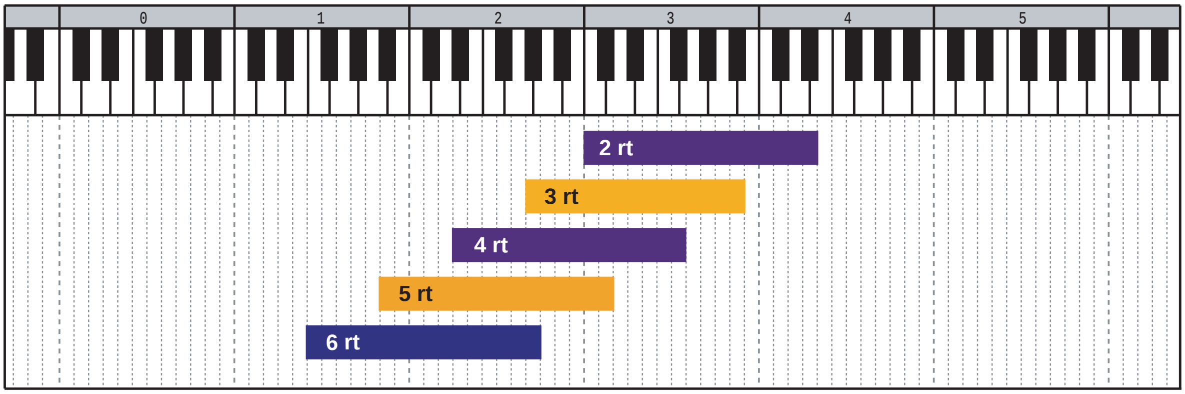
053_5th_slide_up_2fret



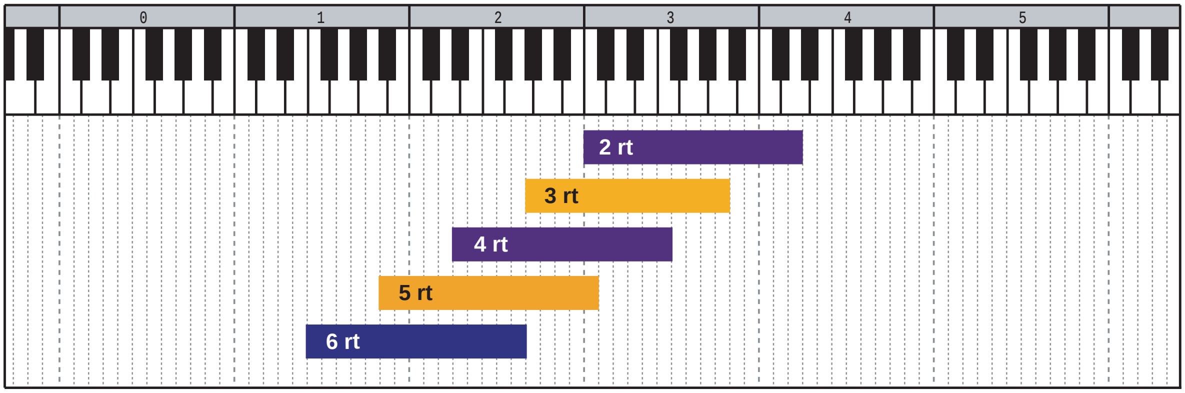
054_5th_slide_up_3fret



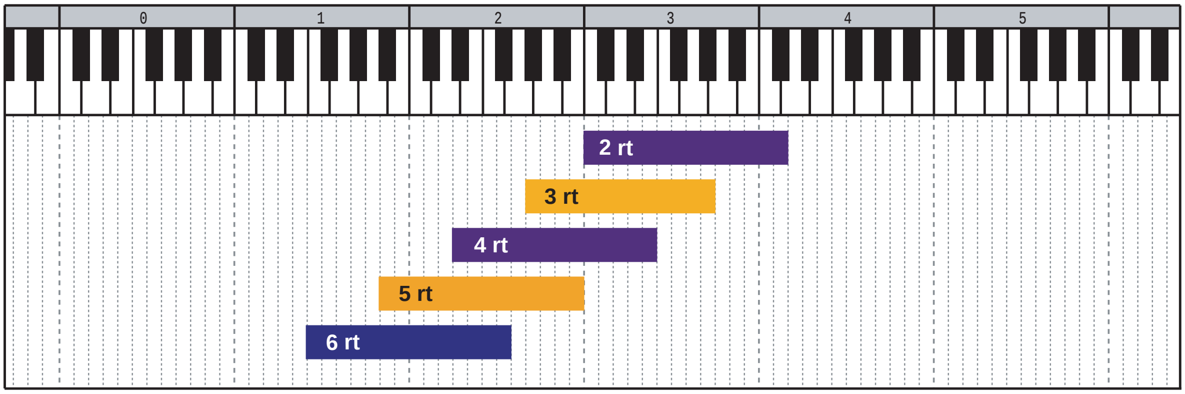
055_5th_slide_up_4fret



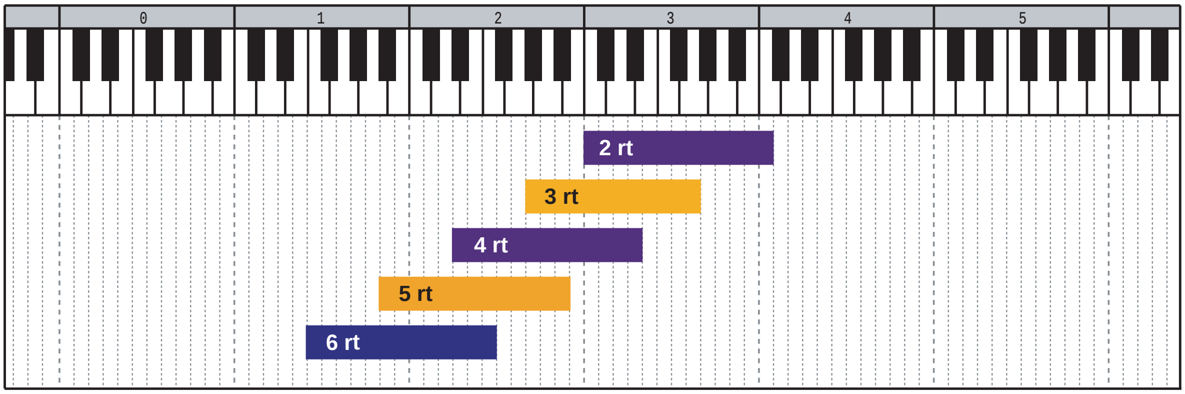
056_5th_slide_up_5fret



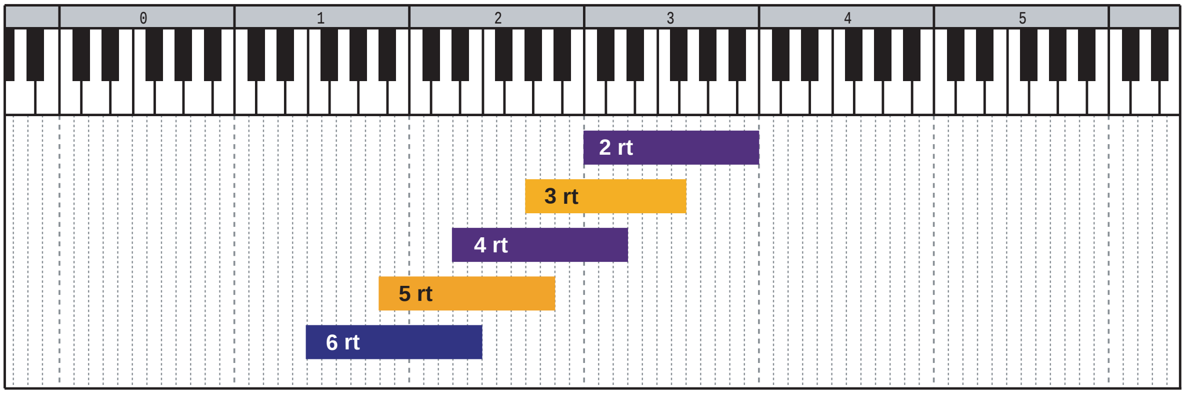
057_5th_slide_up_6fret



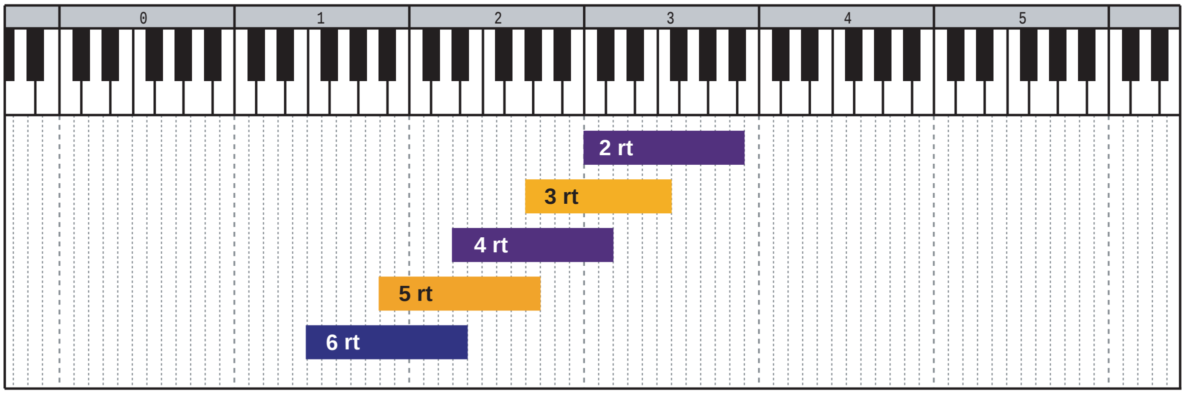
058_5th_slide_up_7fret



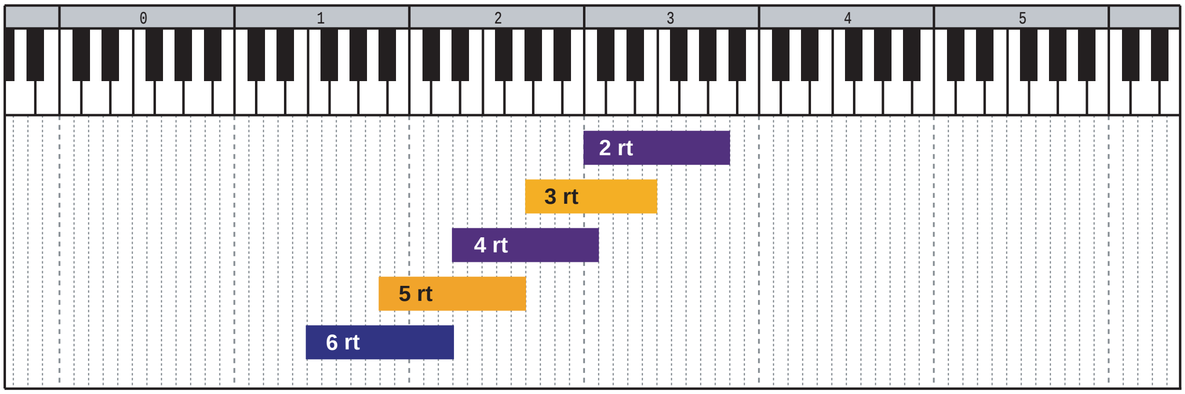
059_5th_slide_up_8fret



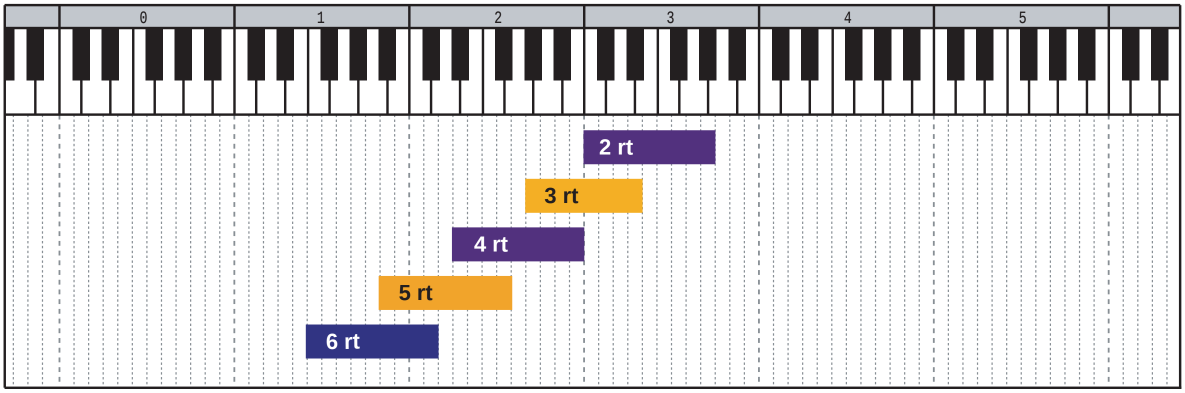
060_5th_slide_up_9fret



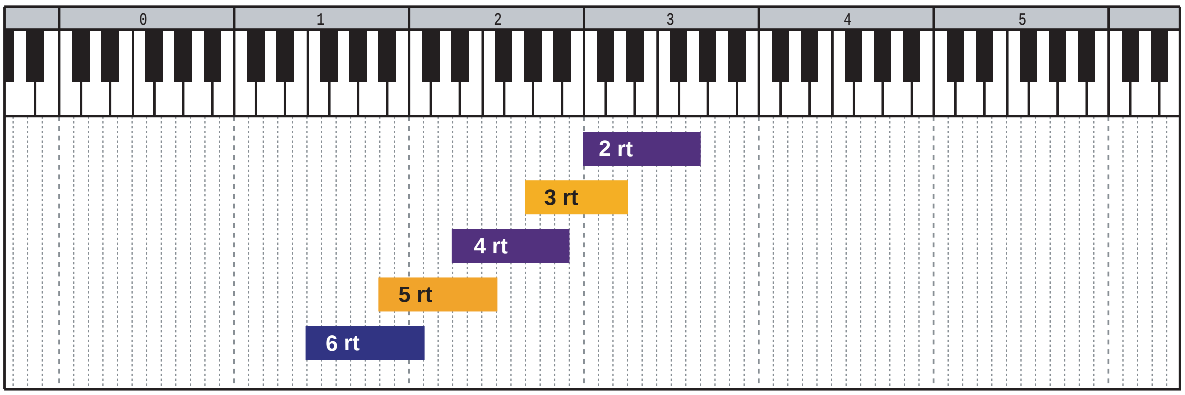
061_5th_slide_up_10fret



062_5th_slide_up_11fret

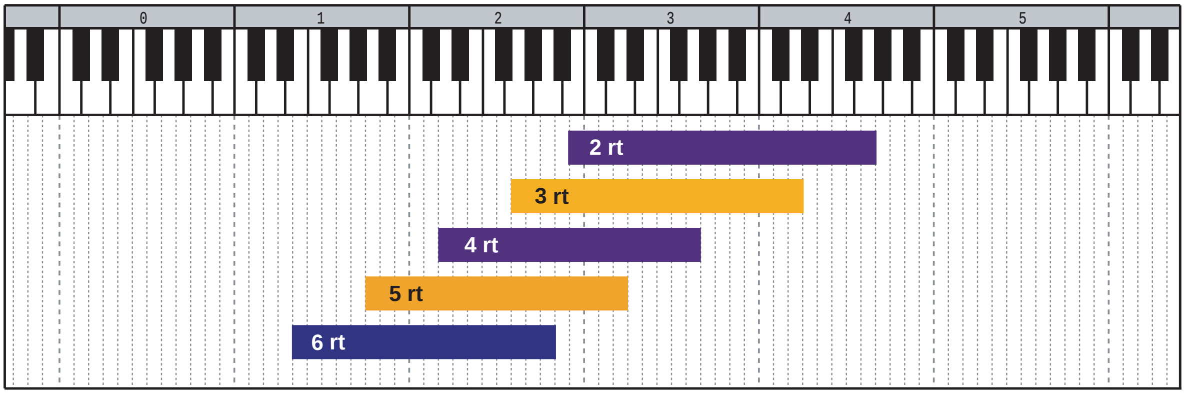


063_5th_slide_up_12fret

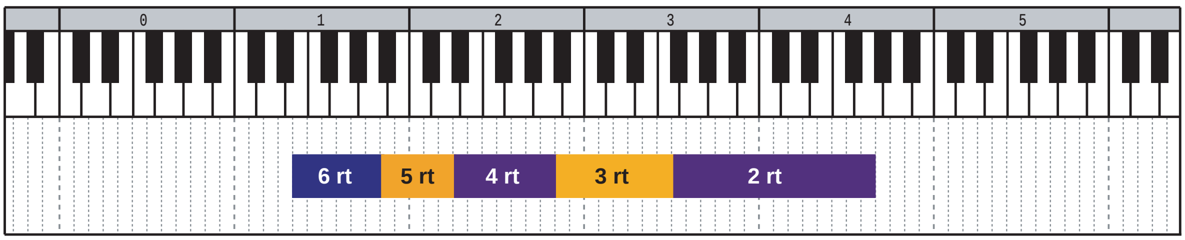


064_5th_mute

Full mapping

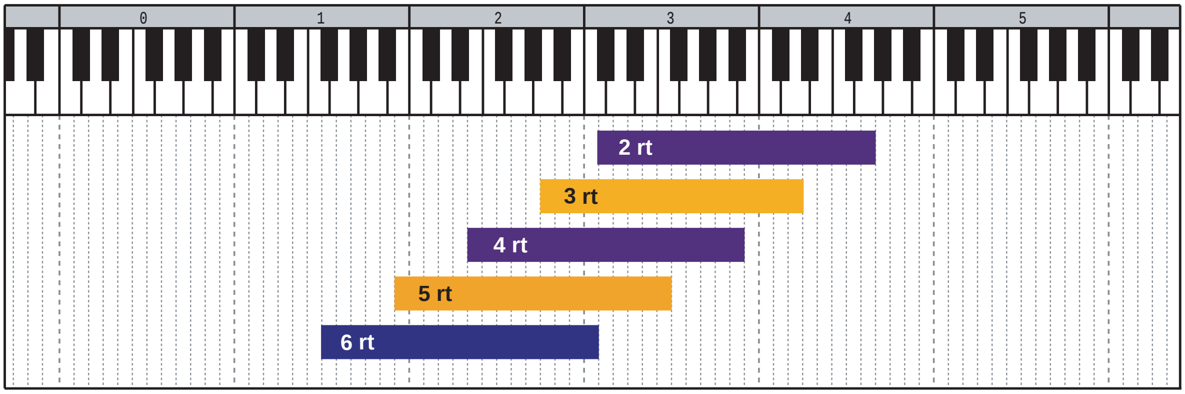


Optimized Mapping

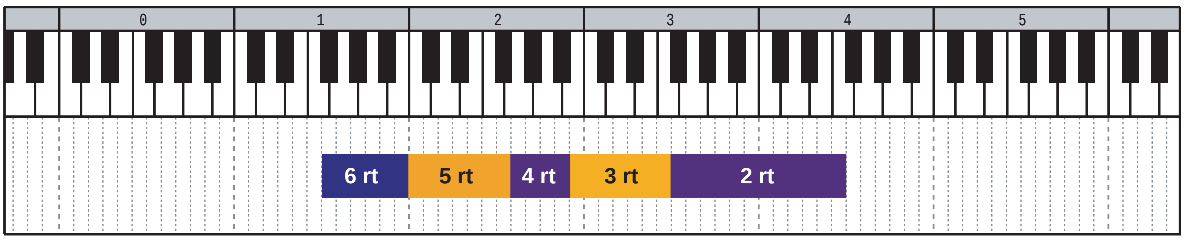


065_5th_gliss_down

Full mapping



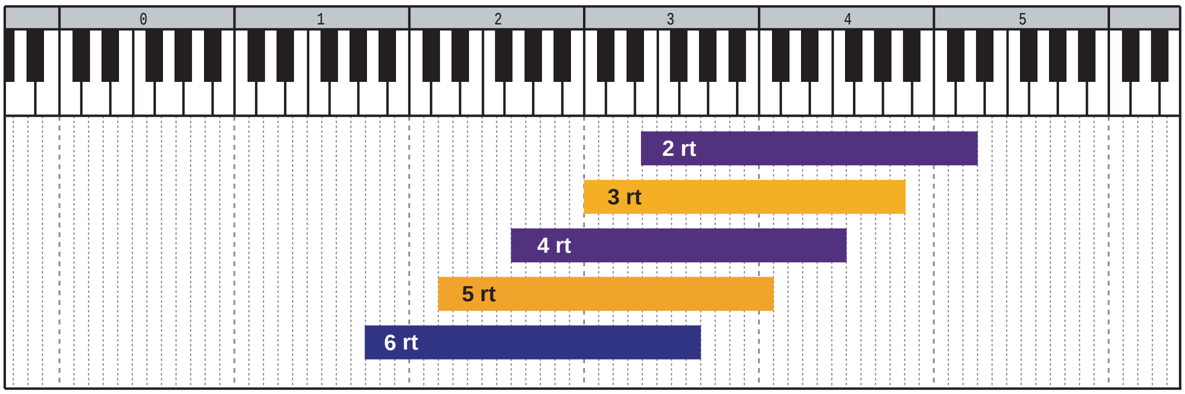
Optimized Mapping



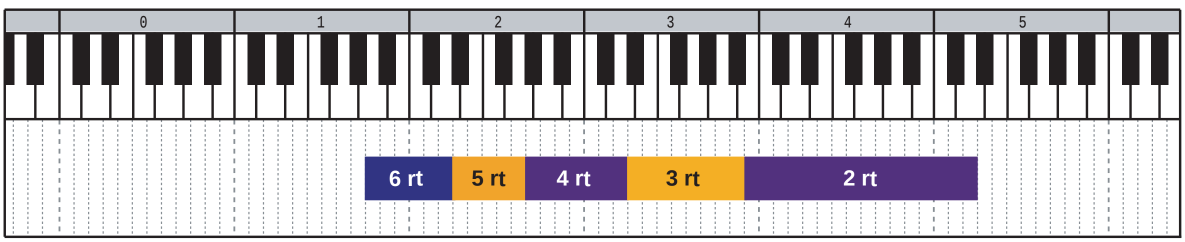
4th-dyad chord

071_4th_sustain
098_4th_mute

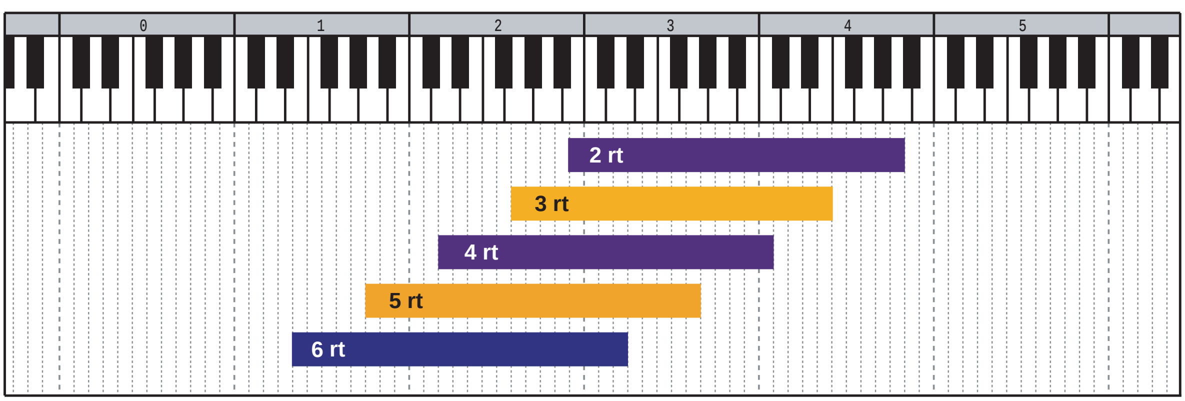
Full mapping (top note = key)



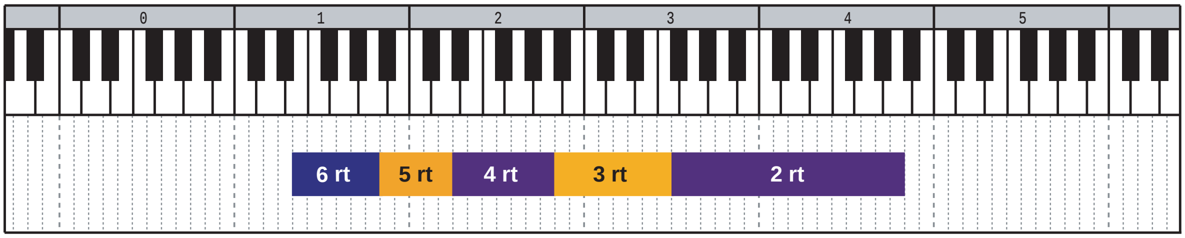
Optimized Mapping (top note = key)



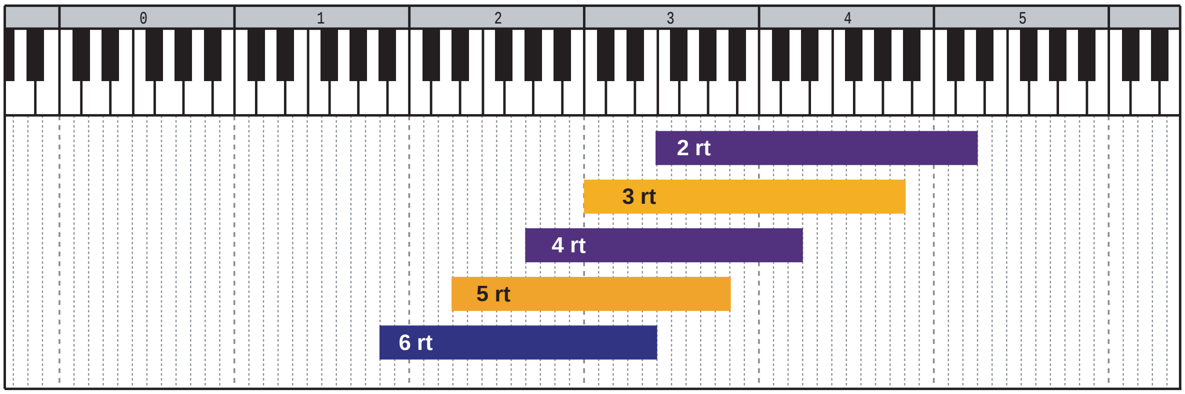
Full mapping (bottom note = key)



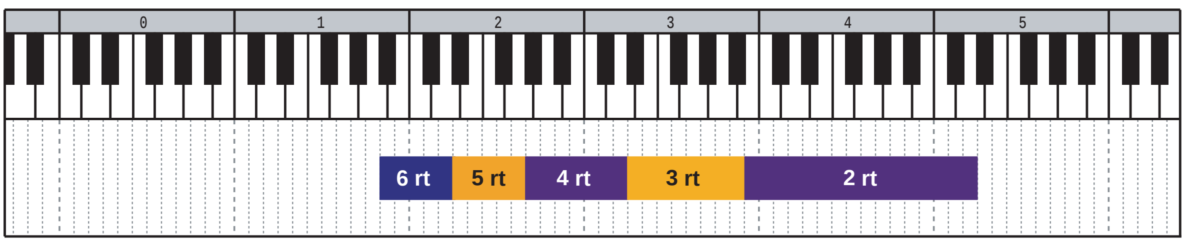
Optimized mapping (bottom note = key)



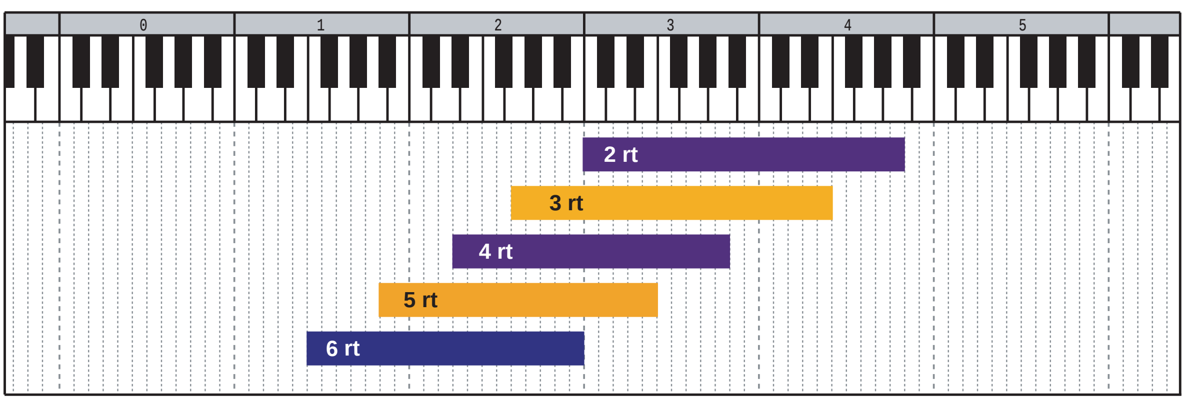
Full Mapping (vibrato: top note = key)



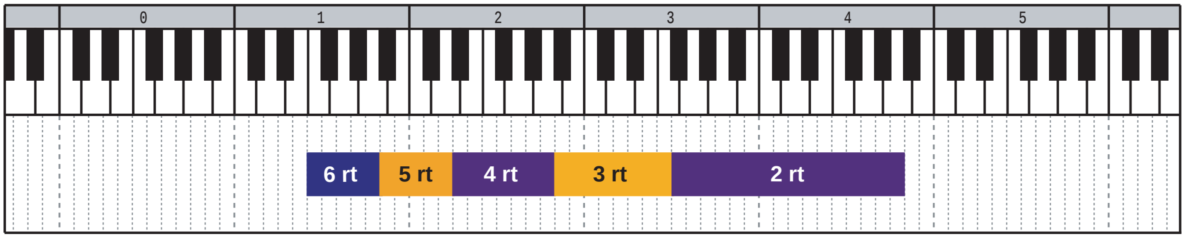
Optimized Mapping (vibrato: top note = key)



Full Mapping (vibrato: bottom note = key)

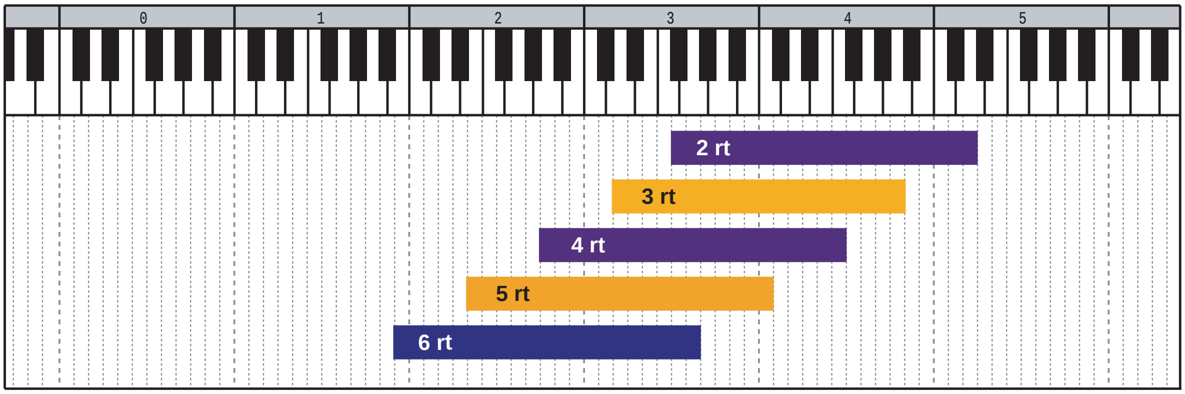


Optimized Mapping (vibrato: bottom note = key)

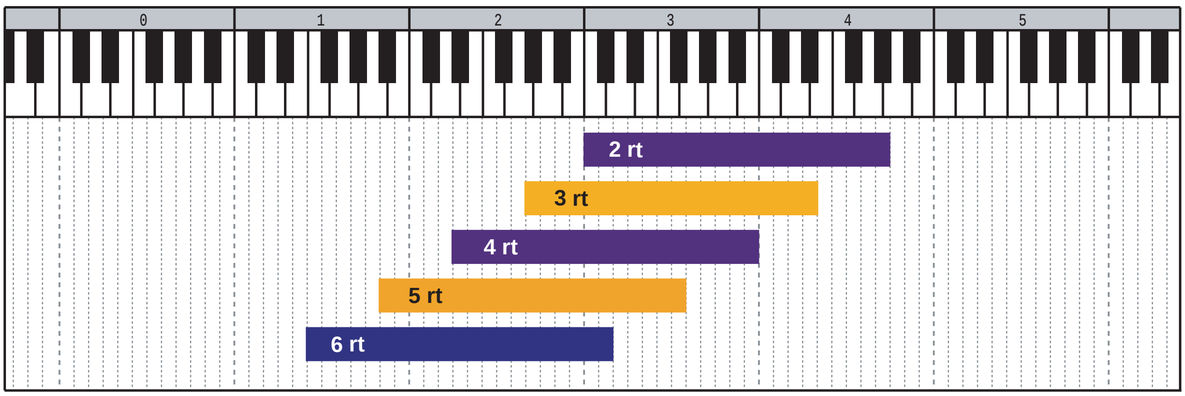


074_4th_slide_down_1fret

(top note = key)

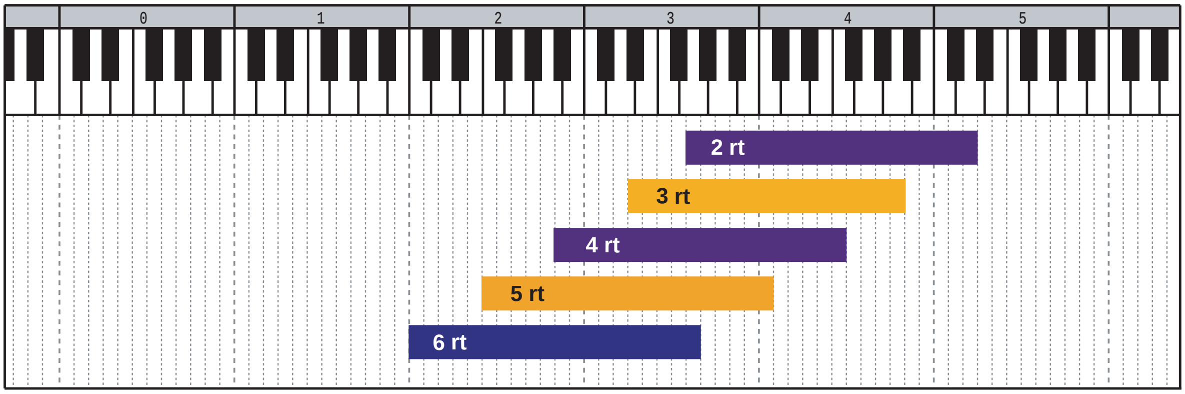


(bottom note = key)

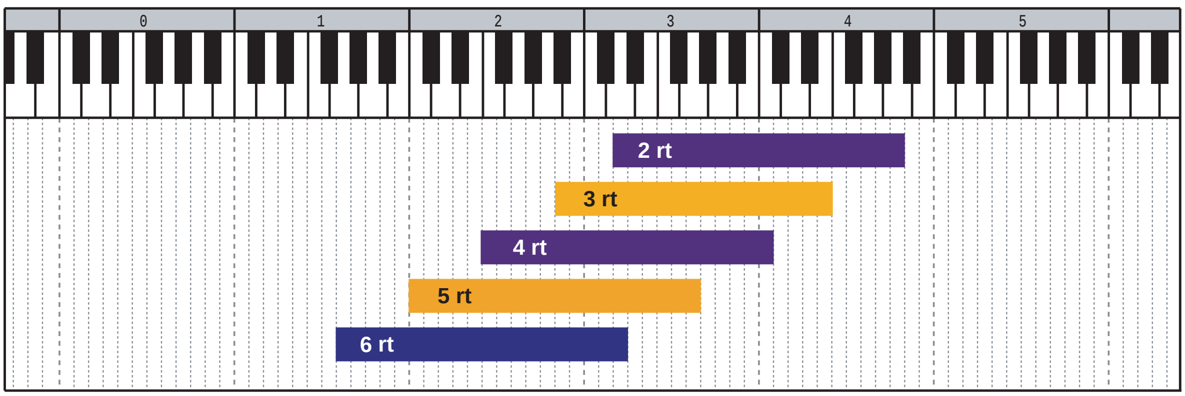


075_4th_slide_down_2fret

(top note = key)

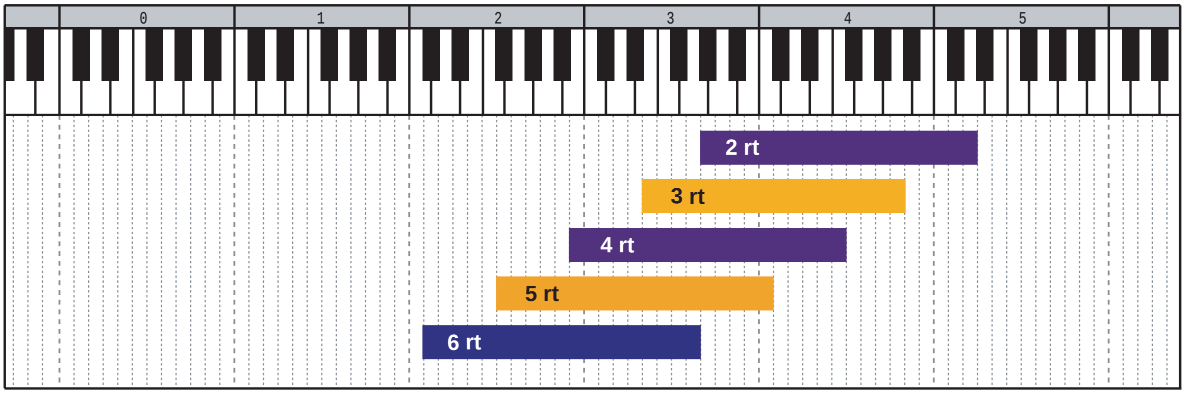


(bottom note = key)

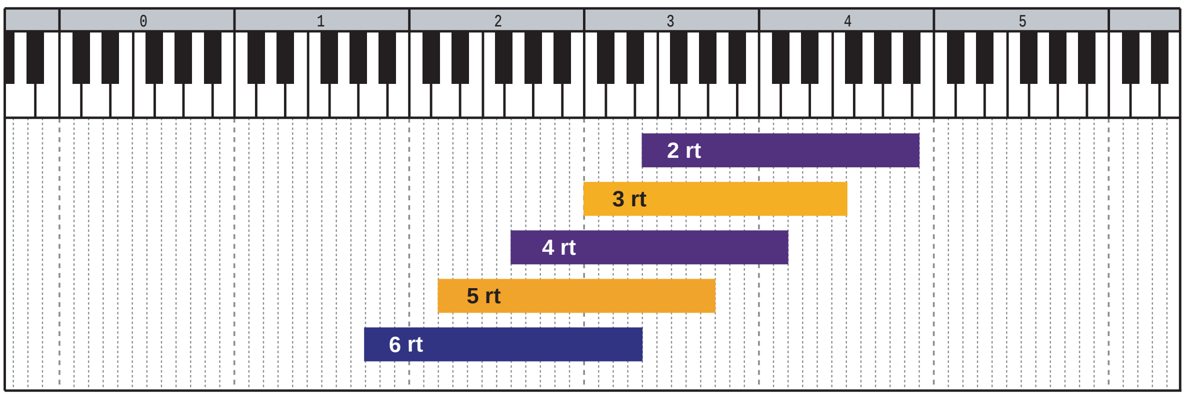


076_4th_slide_down_3fret

(top note = key)

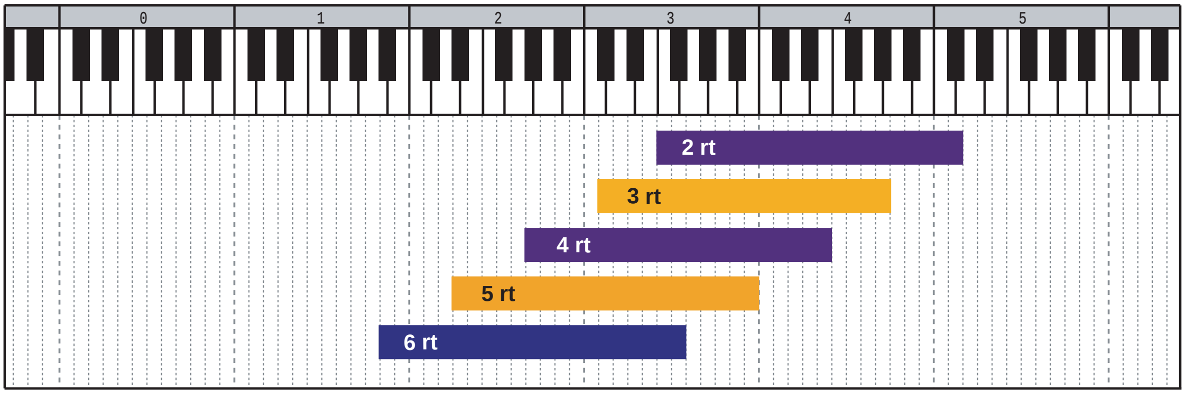


(bottom note = key)

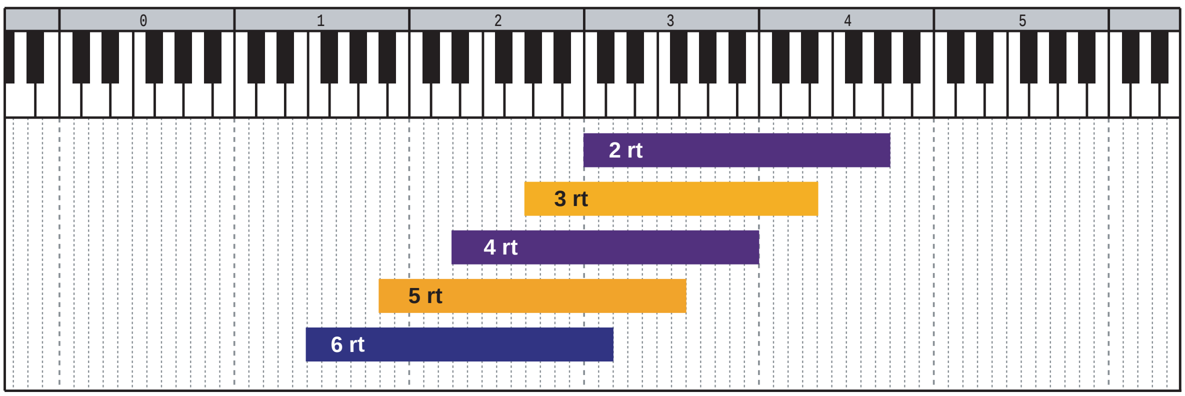


086_4th_slide_up_1fret

(top note = key)

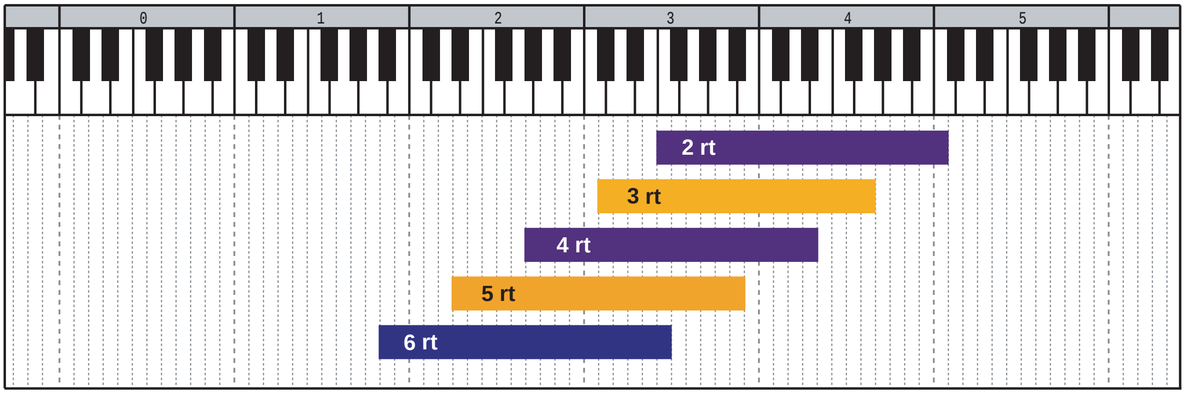


(bottom note = key)

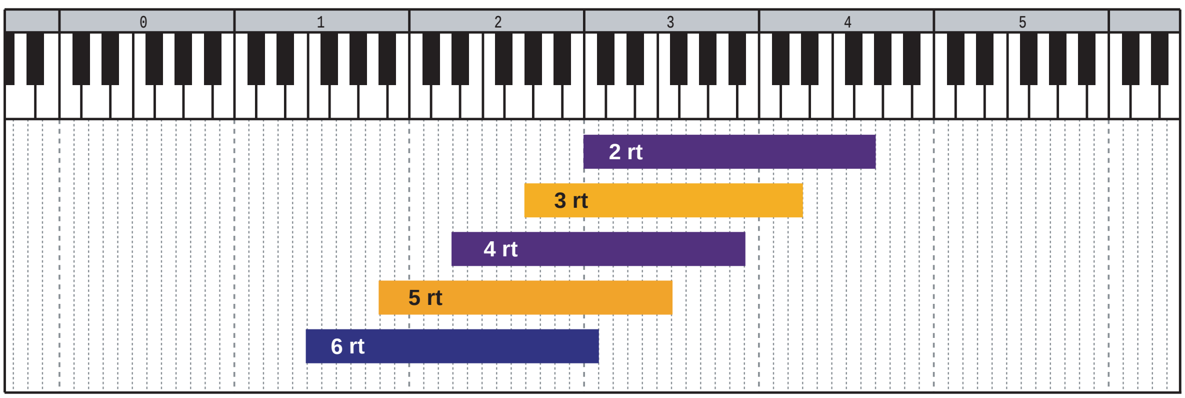


087_4th_slide_up_2fret

(top note = key)

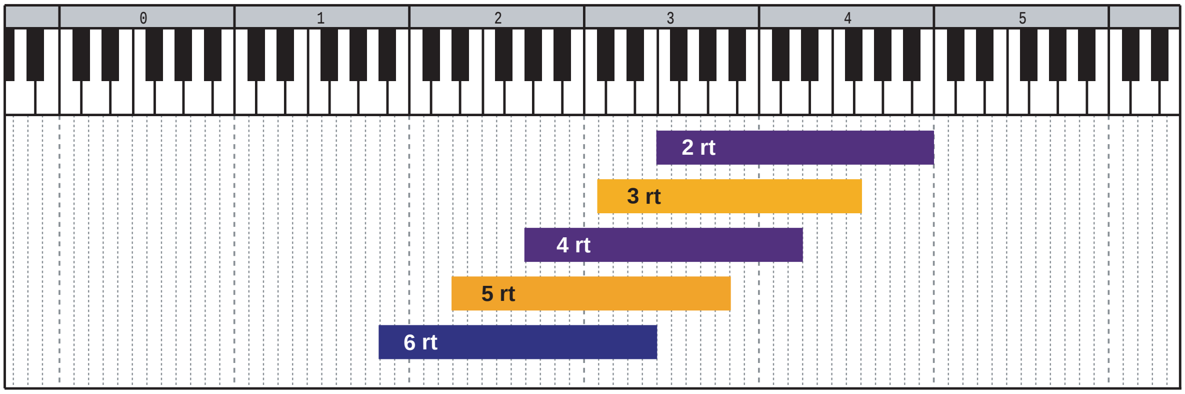


(bottom note = key)

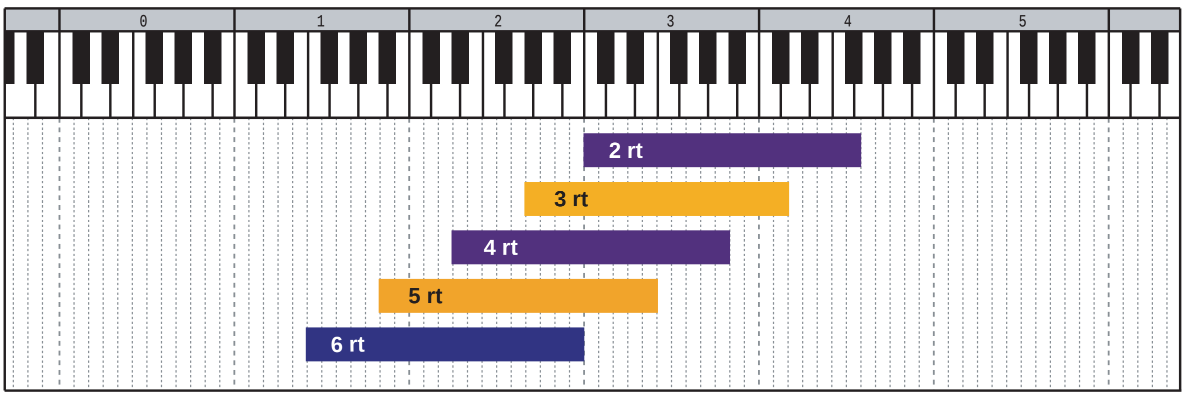


088_4th_slide_up_3fret

(top note = key)



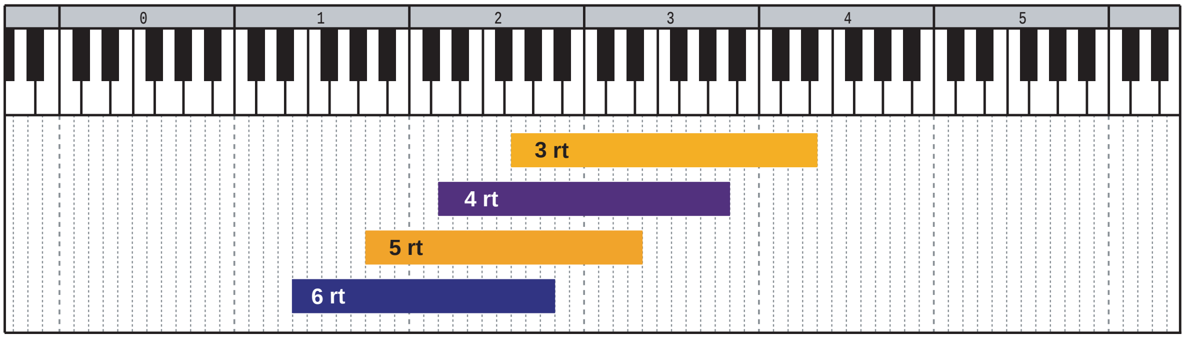
(bottom note = key)



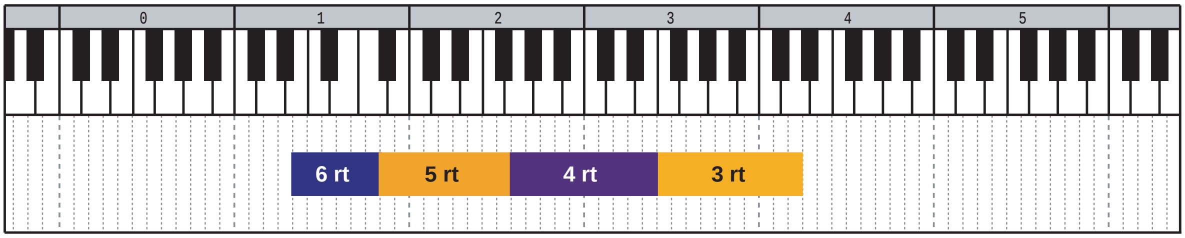
Octave

101_octave_sustain

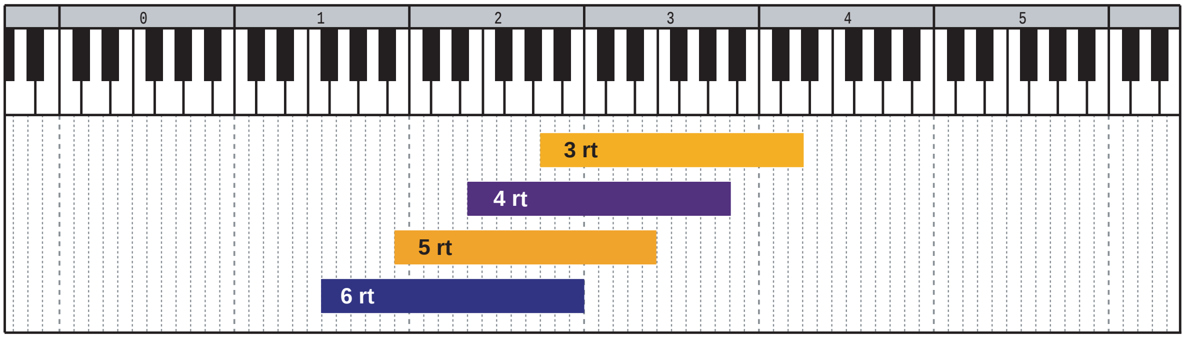
Full mapping



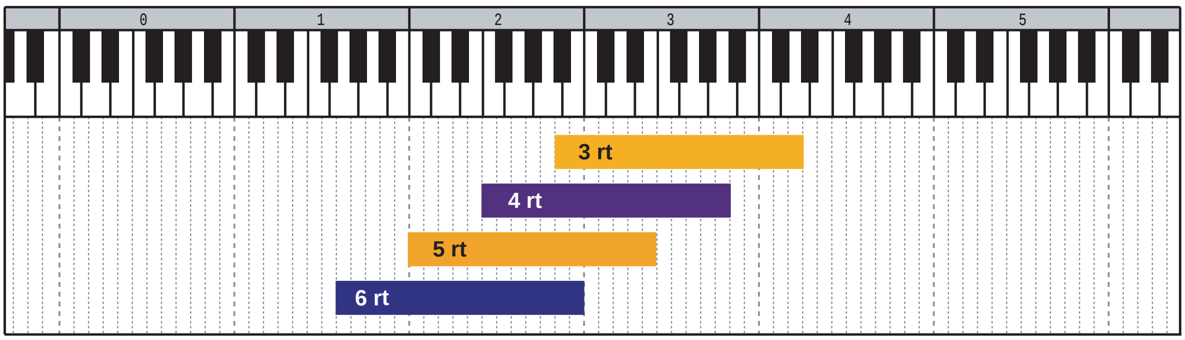
Optimized Mapping



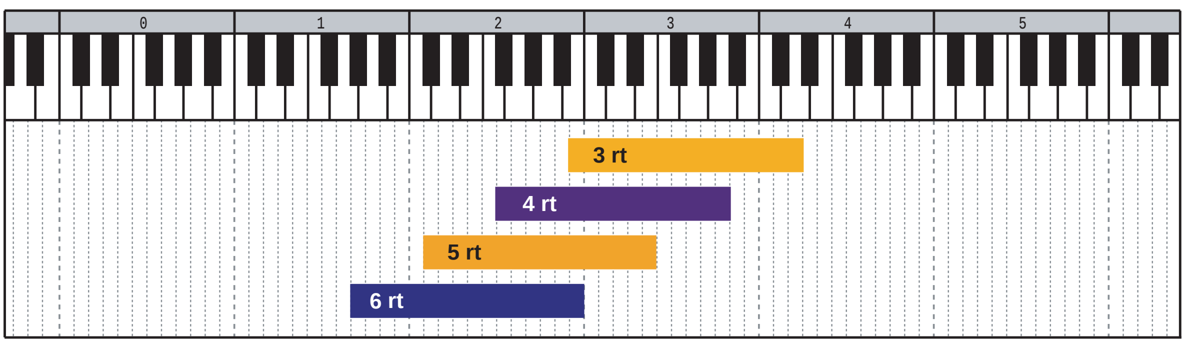
102_octave_slide_down_1fret



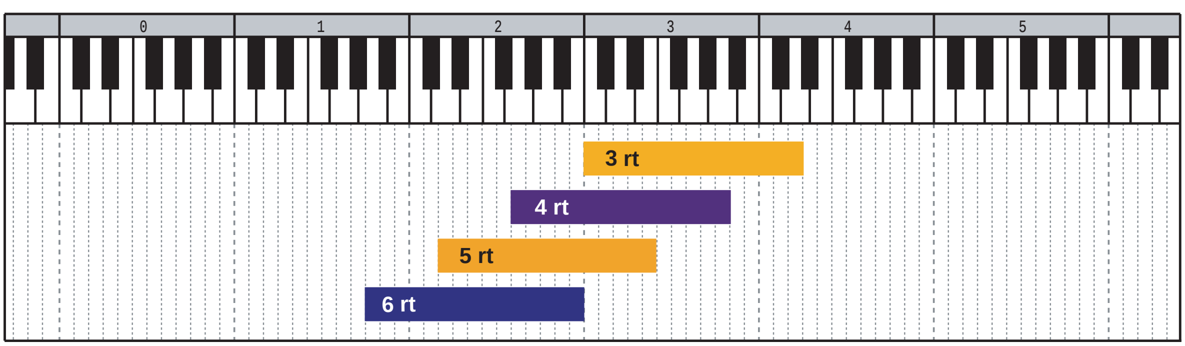
103_octave_slide_down_2fret



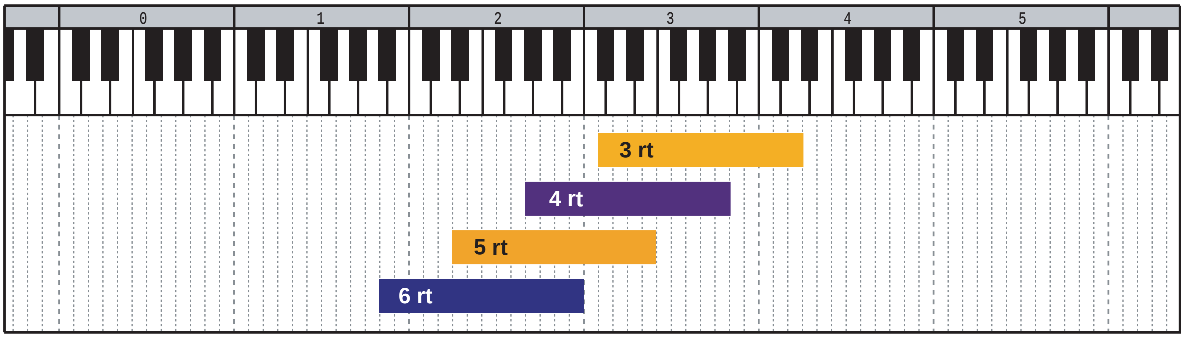
104_octave_slide_down_3fret



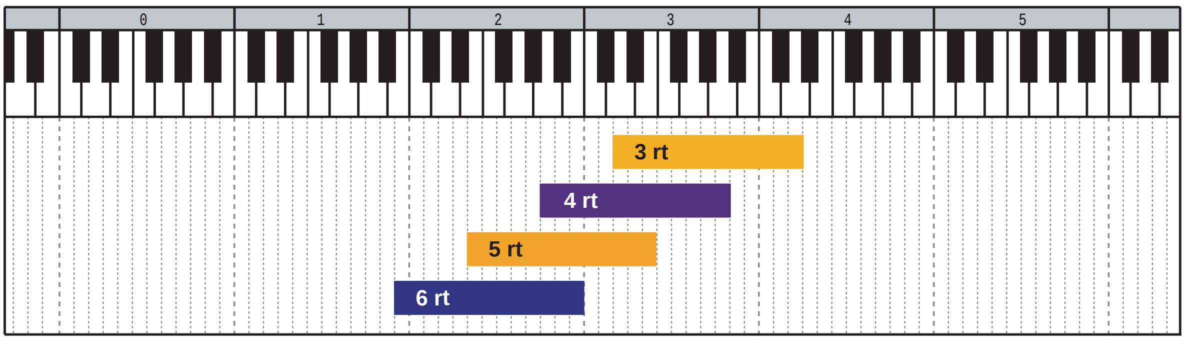
105_octave_slide_down_4fret



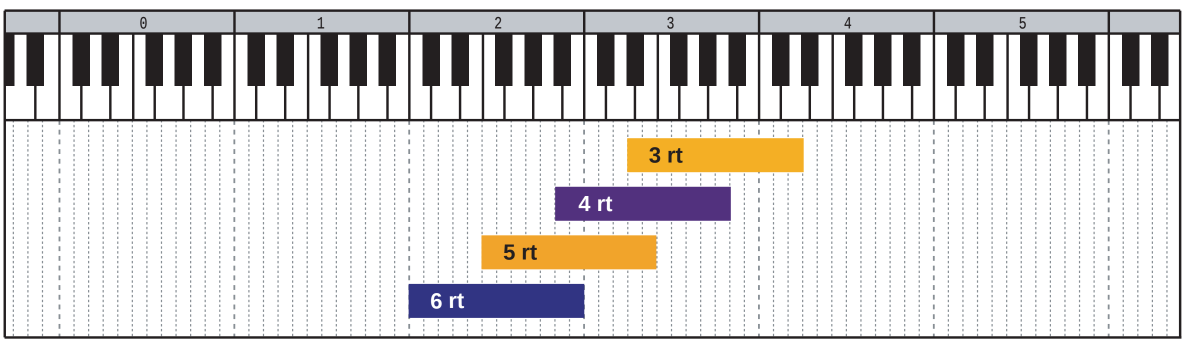
106_octave_slide_down_5fret



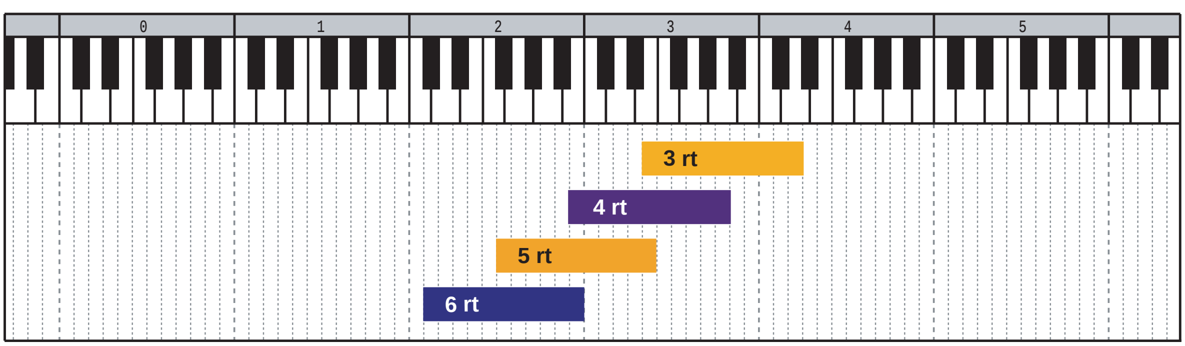
107_octave_slide_down_6fret



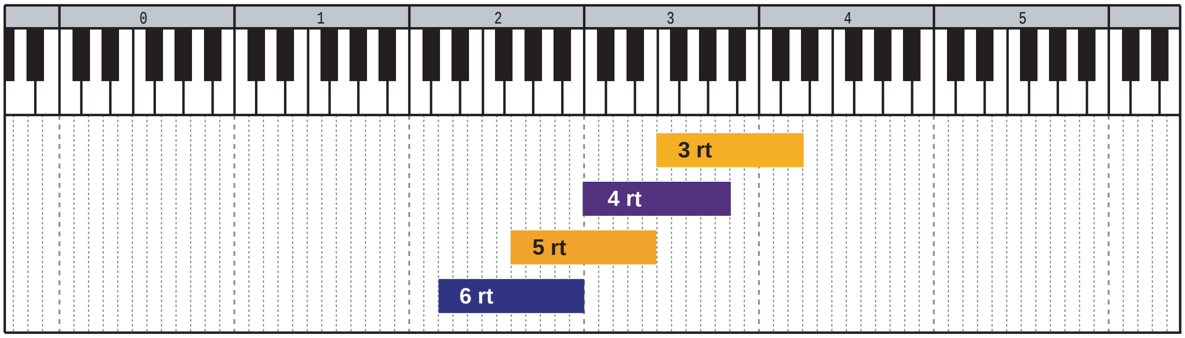
108_octave_slide_down_7fret



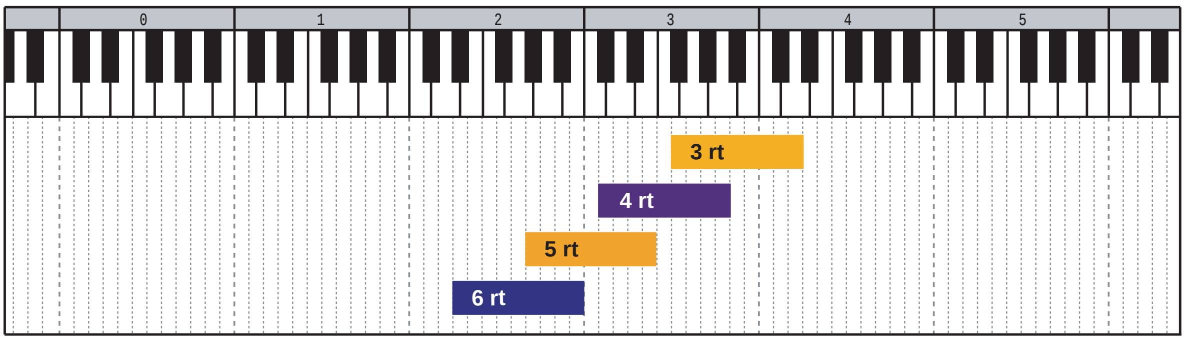
109_octave_slide_down_8fret



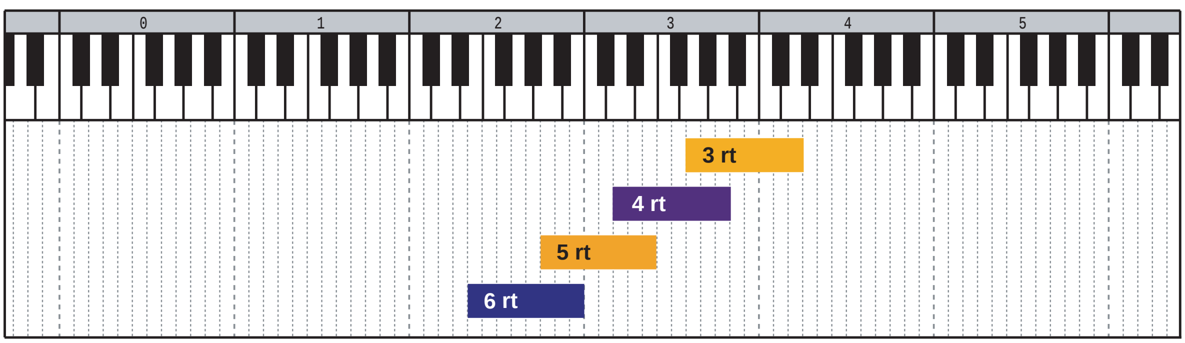
110_octave_slide_down_9fret



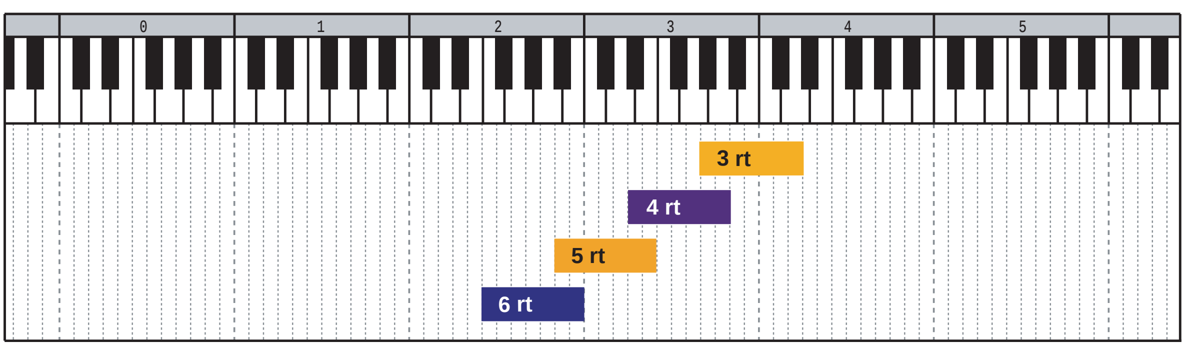
111_octave_slide_down_10fret



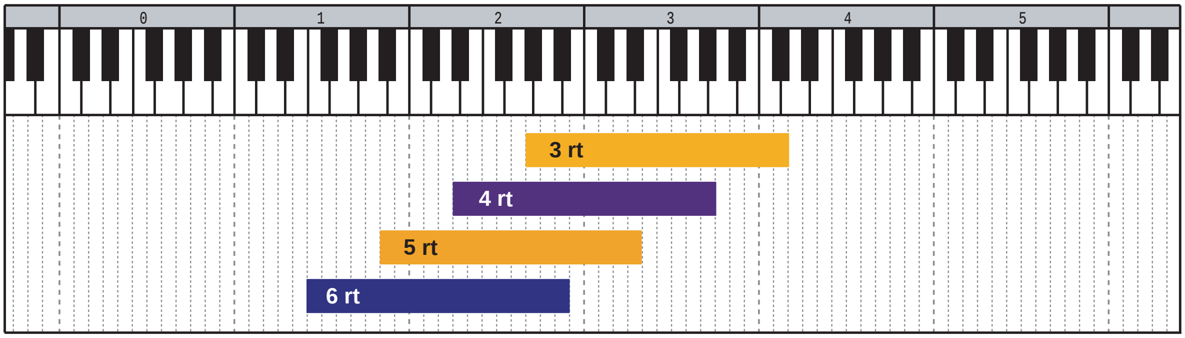
112_octave_slide_down_11fret



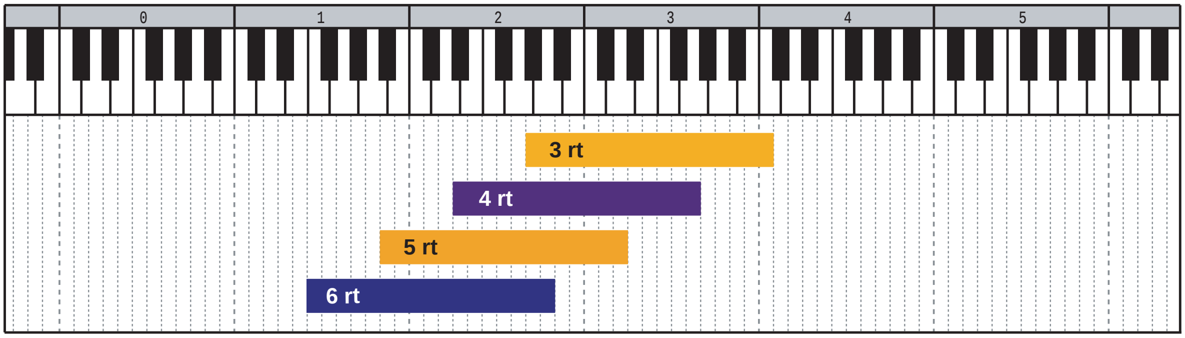
113_octave_slide_down_12fret



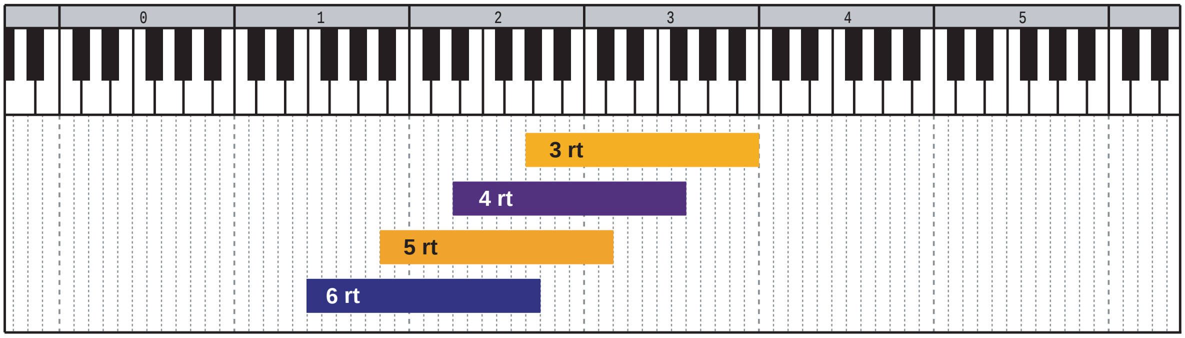
114_octave_slide_up_1fret



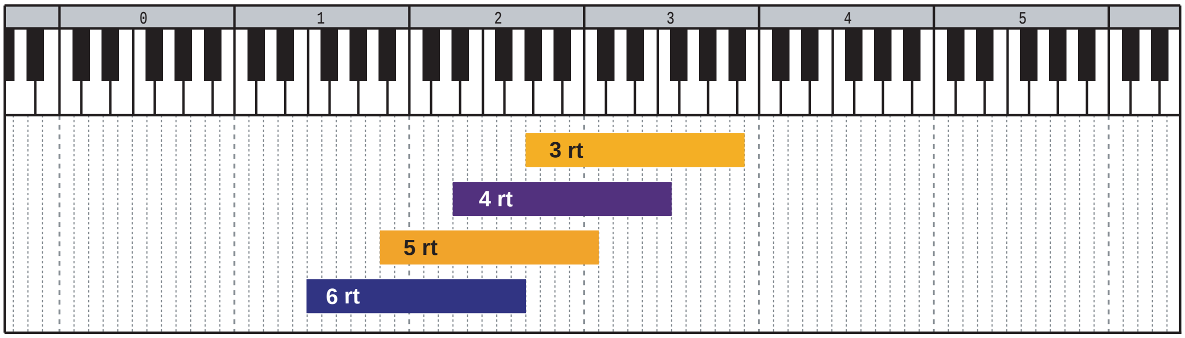
115_octave_slide_up_2fret



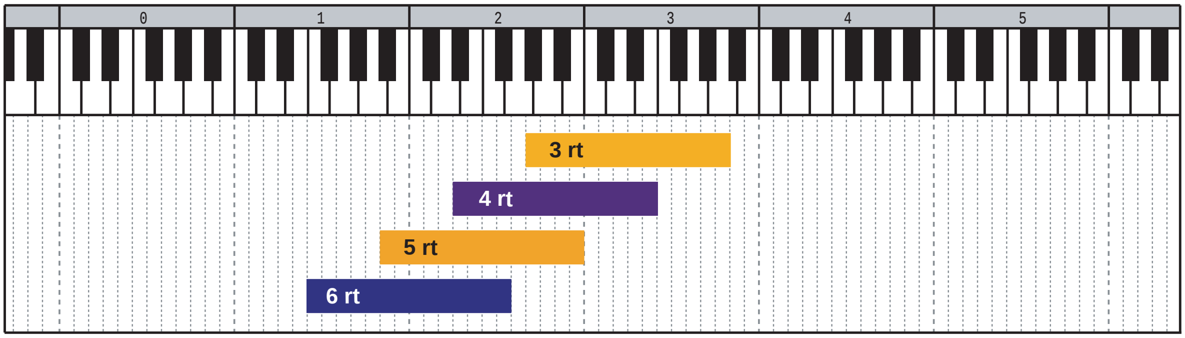
116_octave_slide_up_3fret



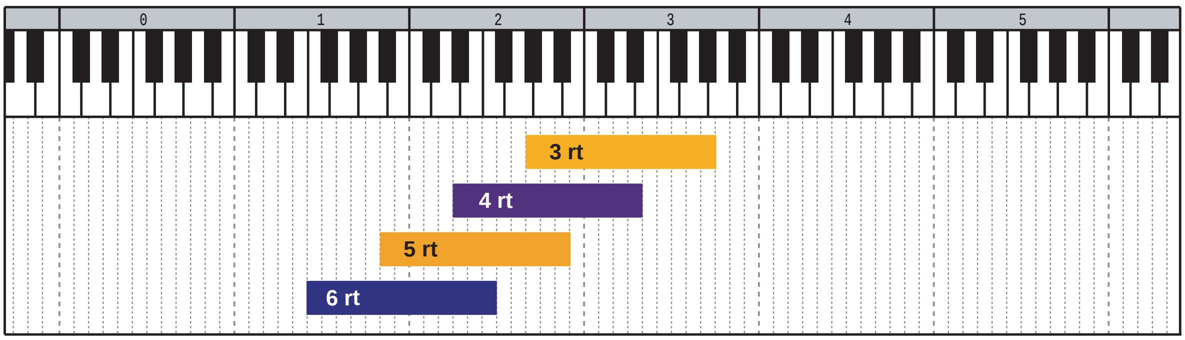
117_octave_slide_up_4fret



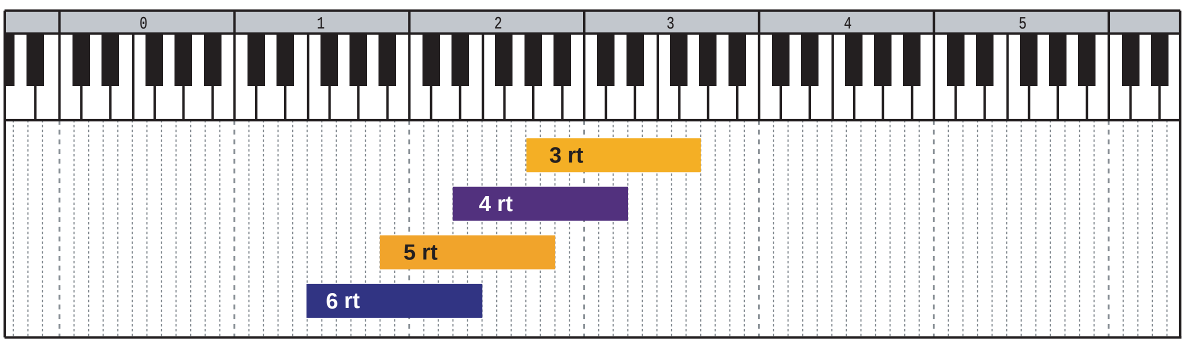
118_octave_slide_up_5fret



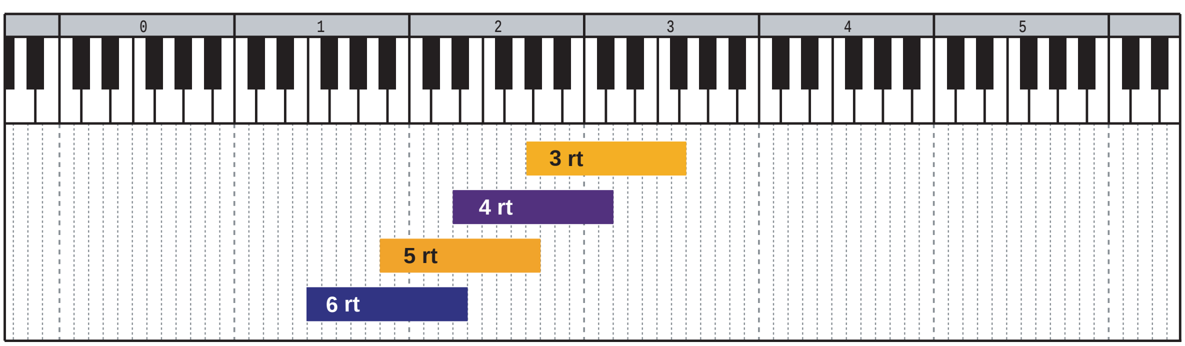
119_octave_slide_up_6fret



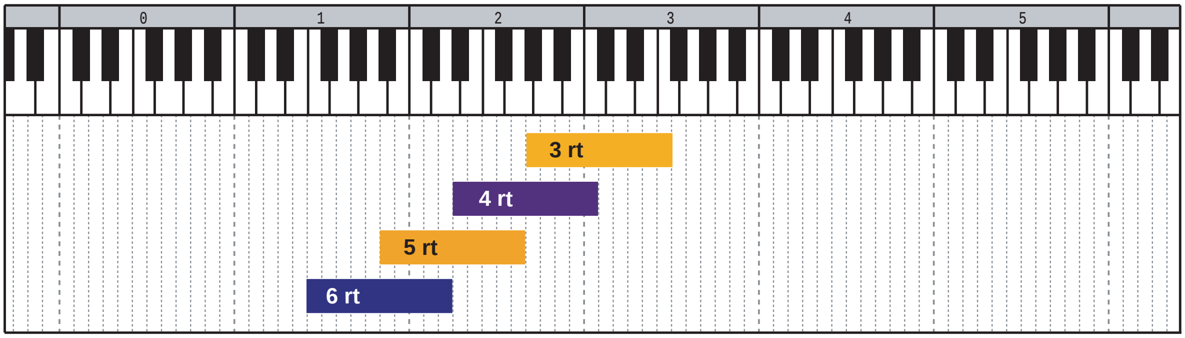
120_octave_slide_up_7fret



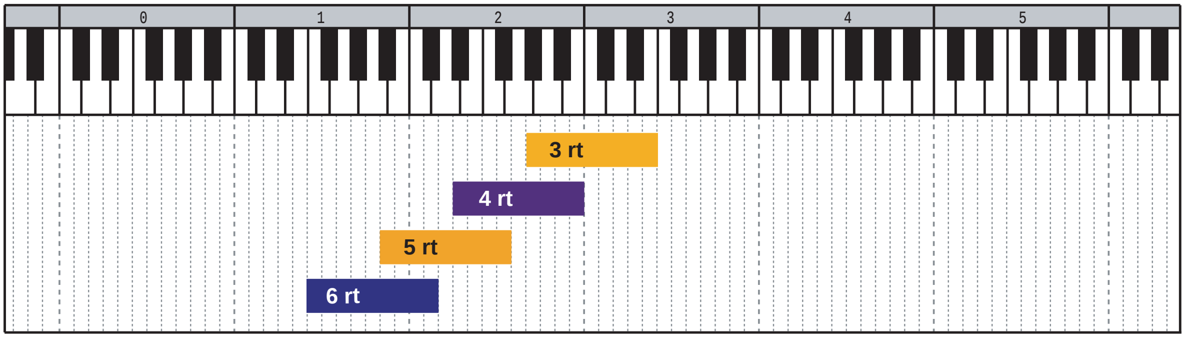
121_octave_slide_up_8fret



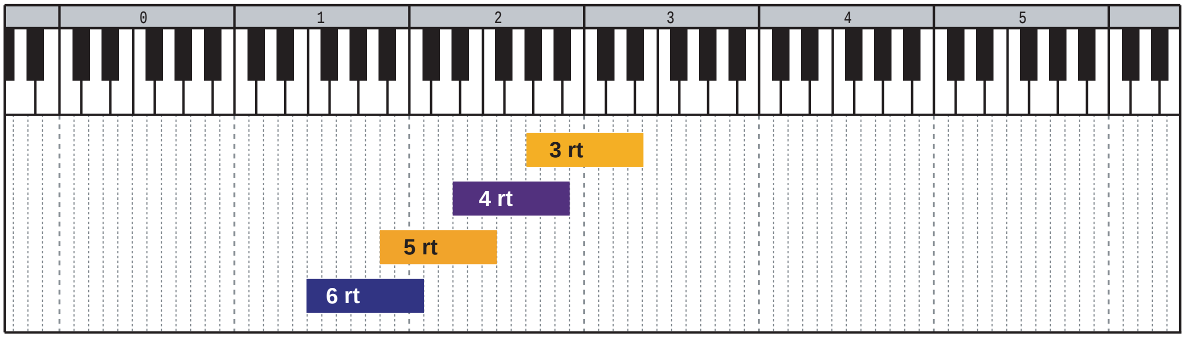
122_octave_slide_up_9fret



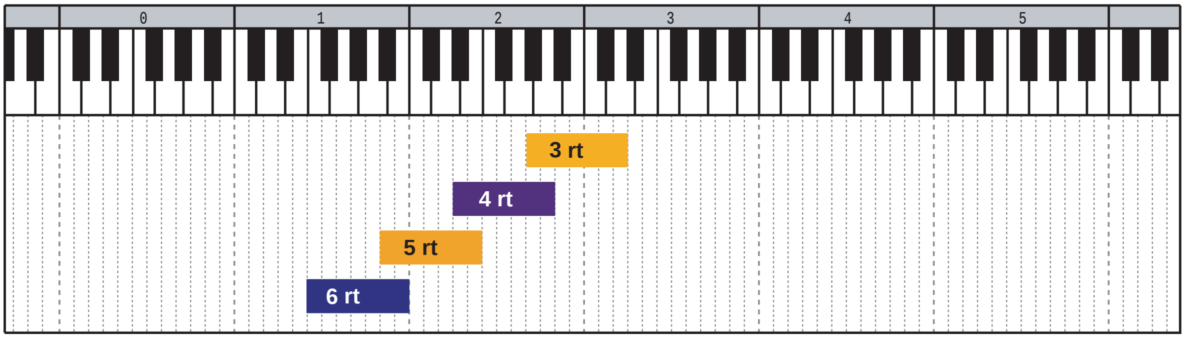
123_octave_slide_up_10fret



124_octave_slide_up_11fret



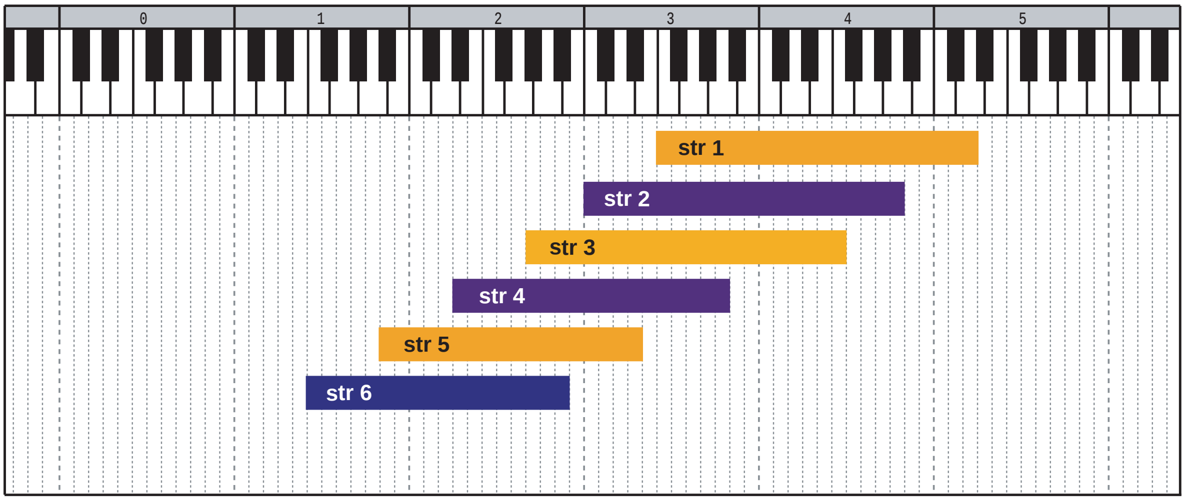
125_octave_slide_up_12fret



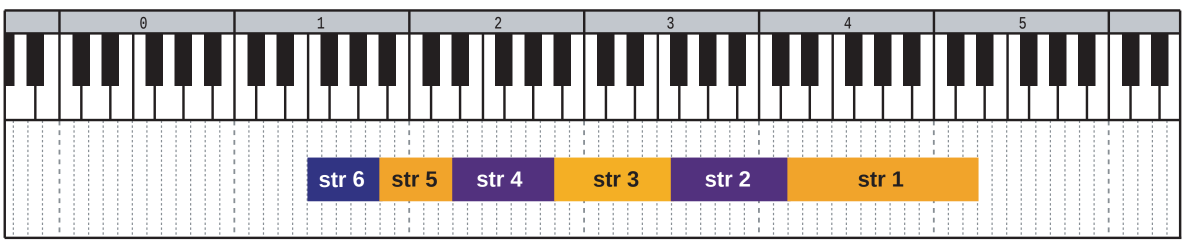
Noise

127_single_picking_noise

Full mapping

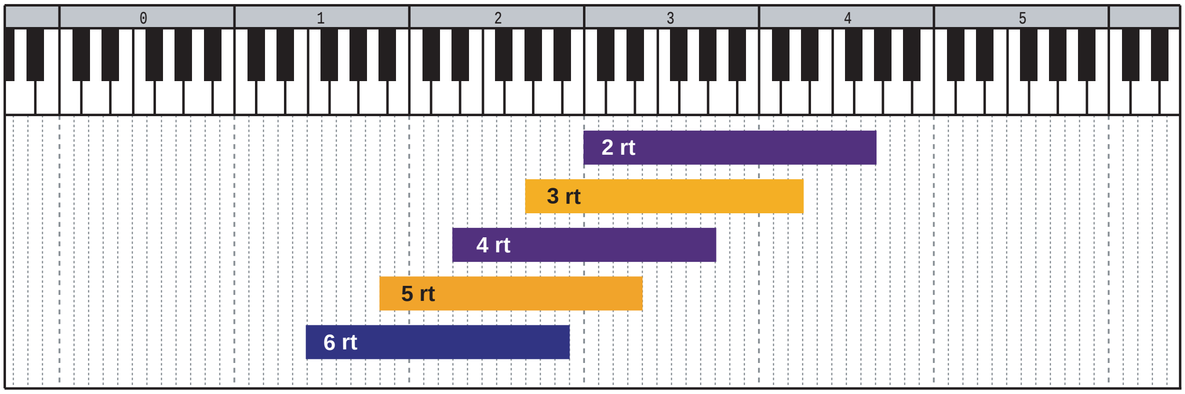


Optimized Mapping

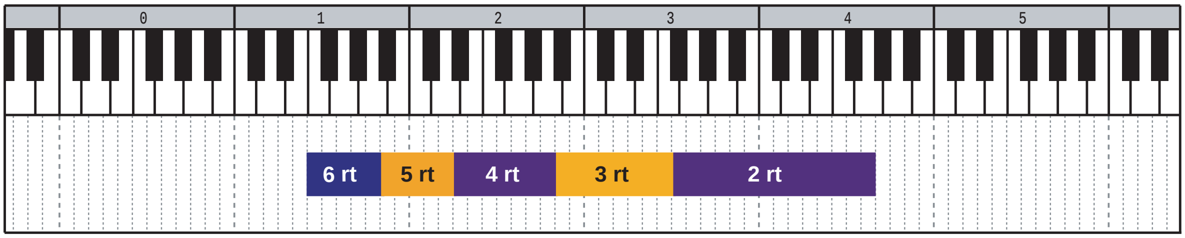


128_5th_picking_noise

Full mapping

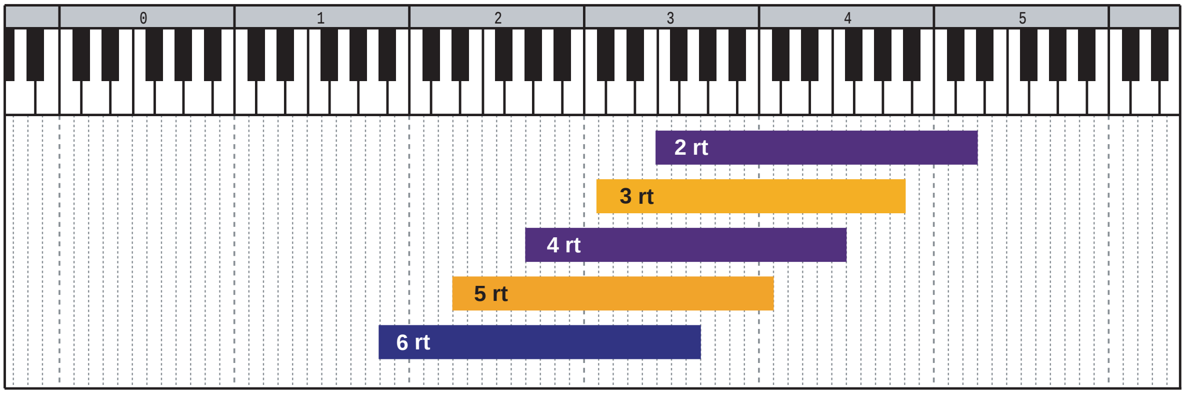


Optimized Mapping

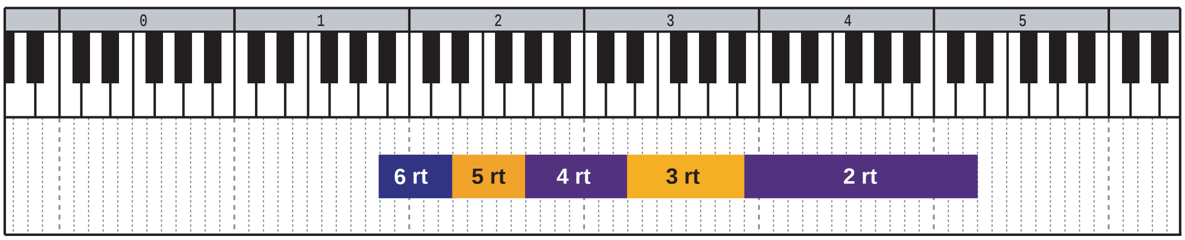


129_4th_picking_noise

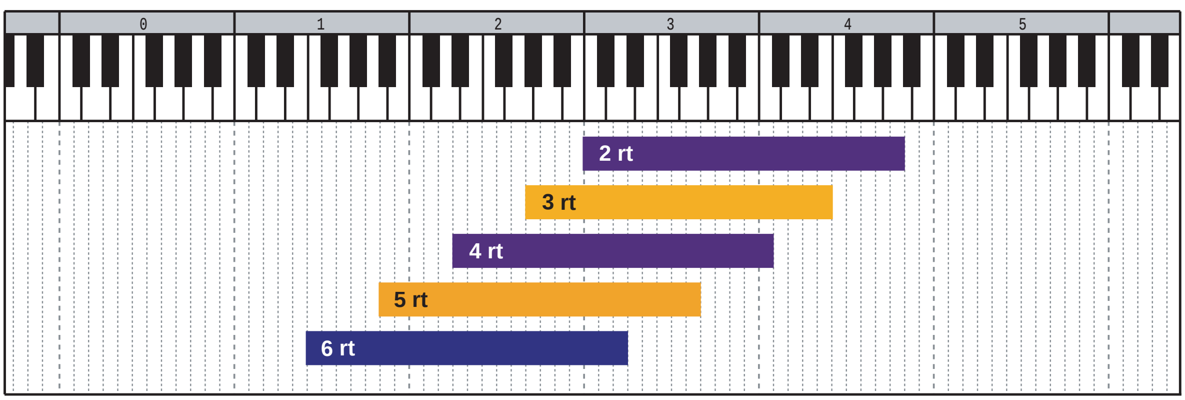
Full Mapping (top note = key)



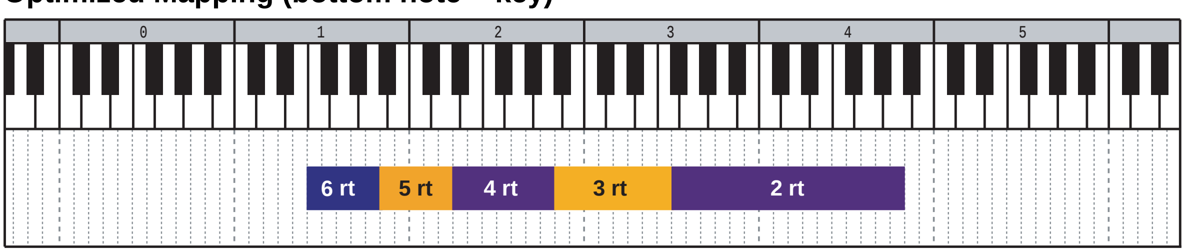
Optimized Mapping (top note = key)



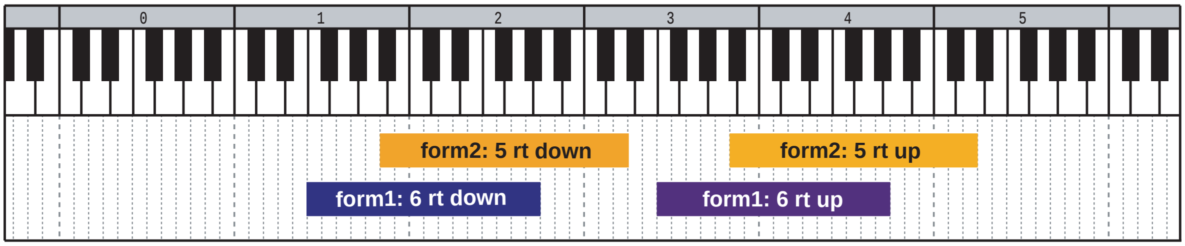
Full Mapping (bottom note = key)



Optimized Mapping (bottom note = key)

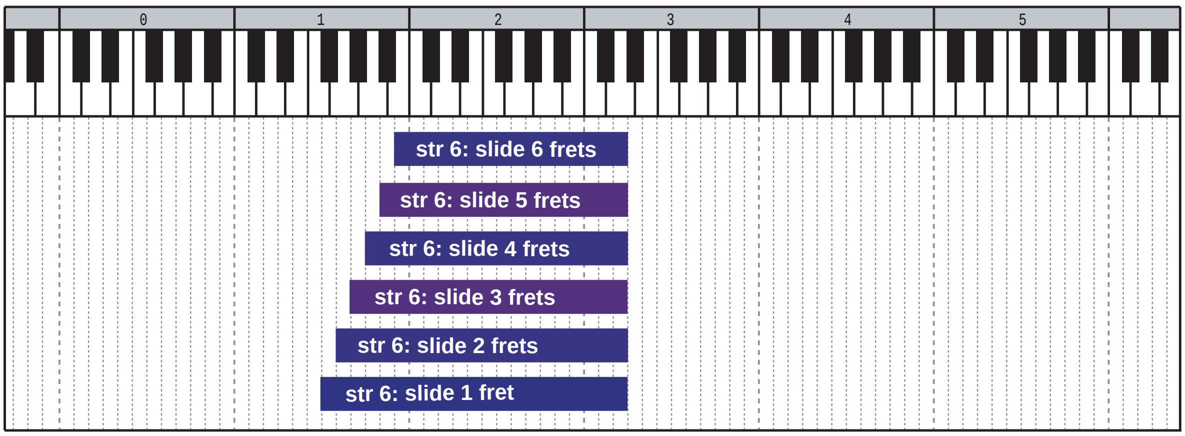


130_brush_noise

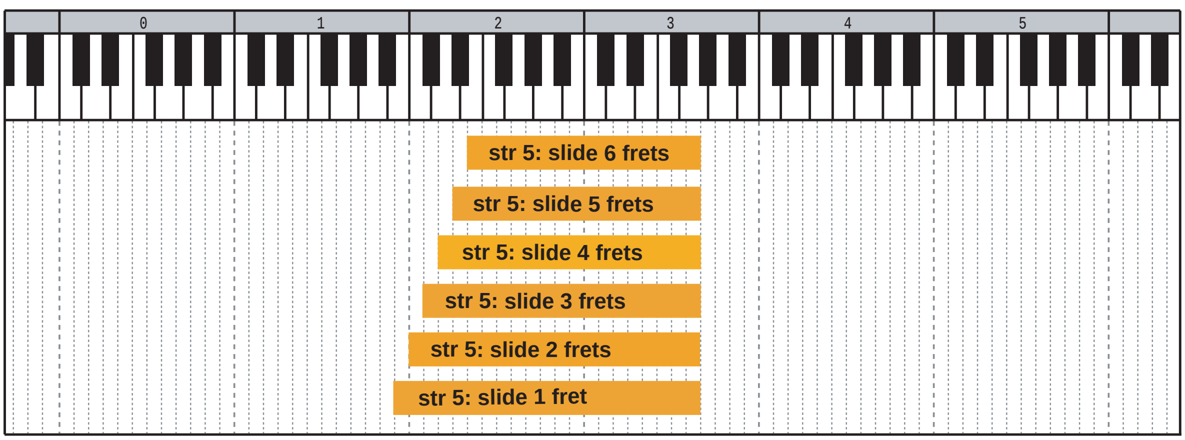


133_fret_noise

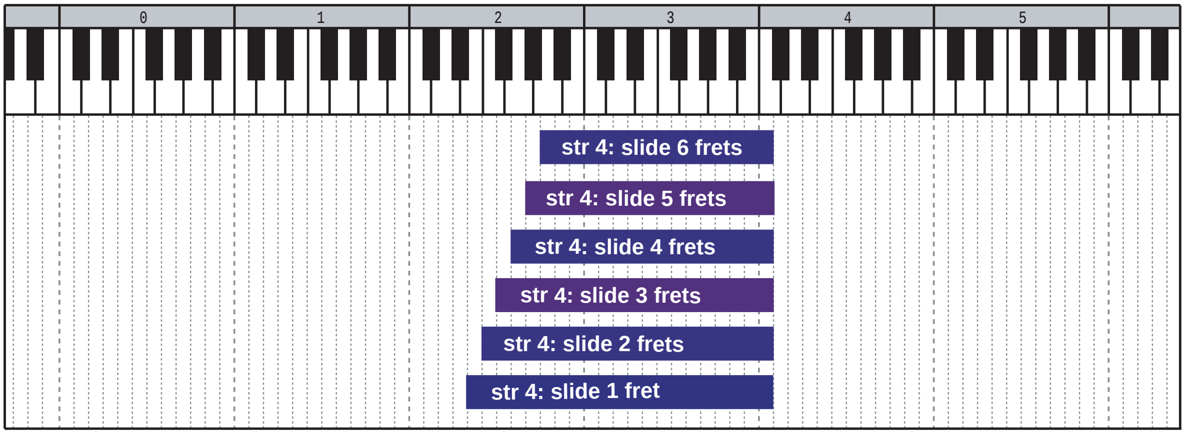
String 6: fret slide down



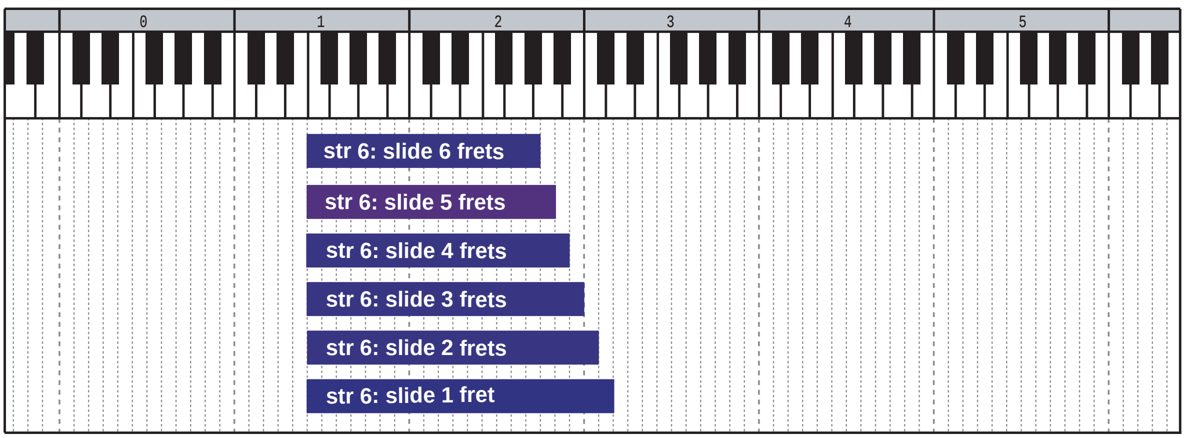
String 5: slide down



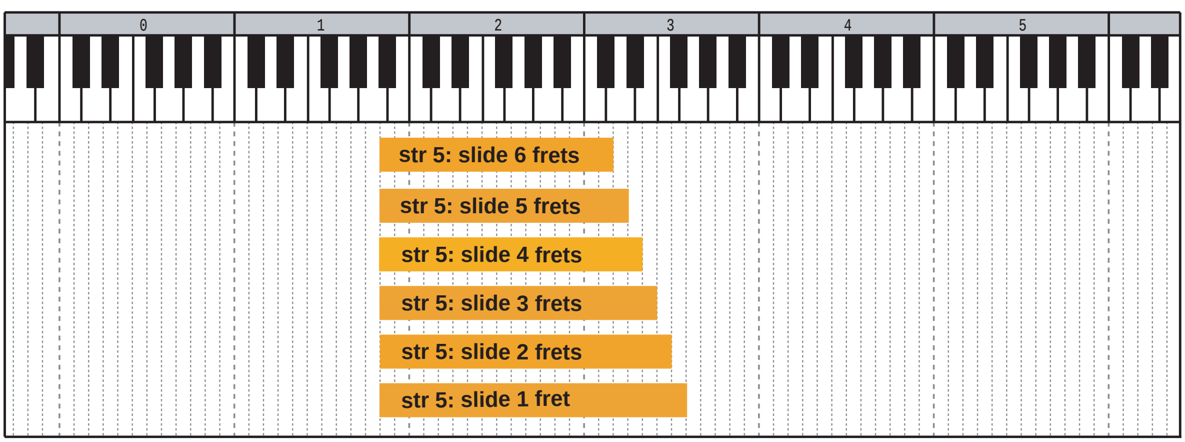
String 4: slide down



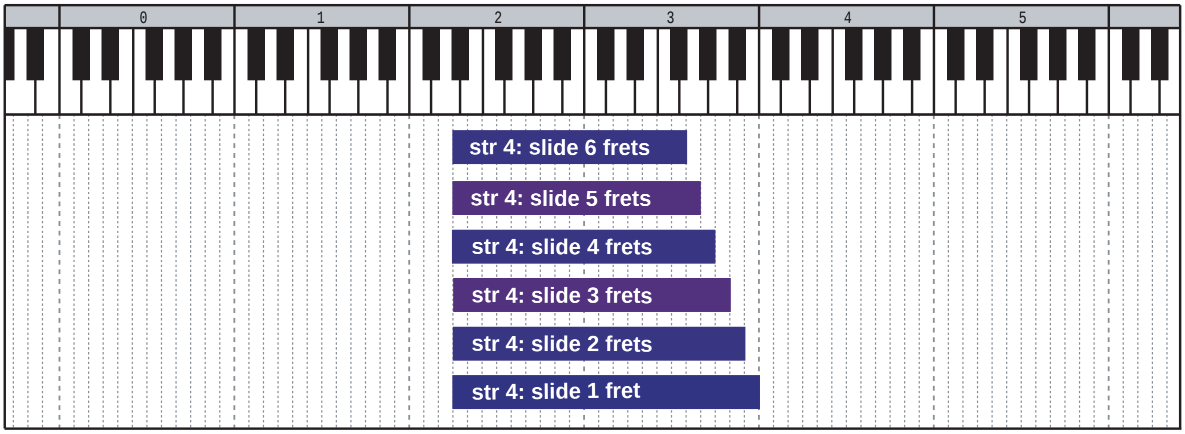
String 6: slide up



String 5: slide up

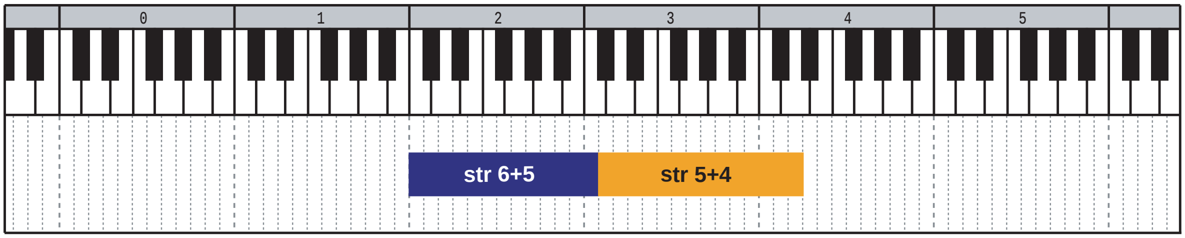


String 4: slide up

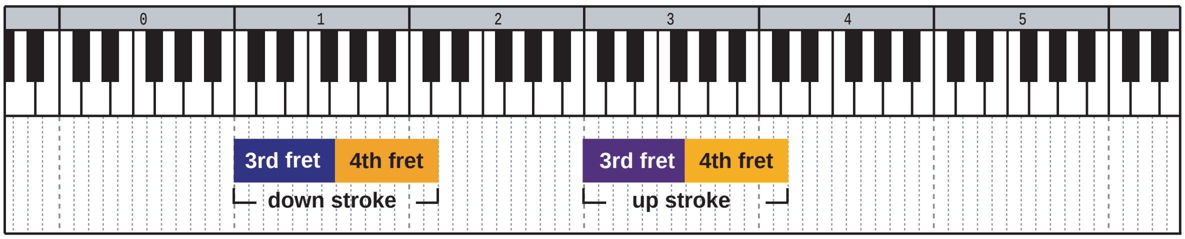


135_other_noise

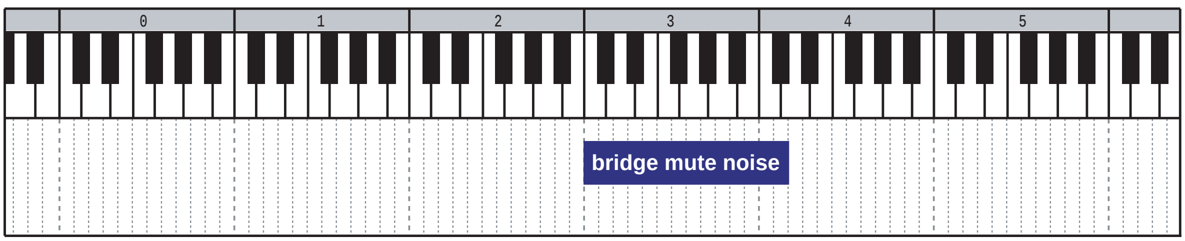
Scrape



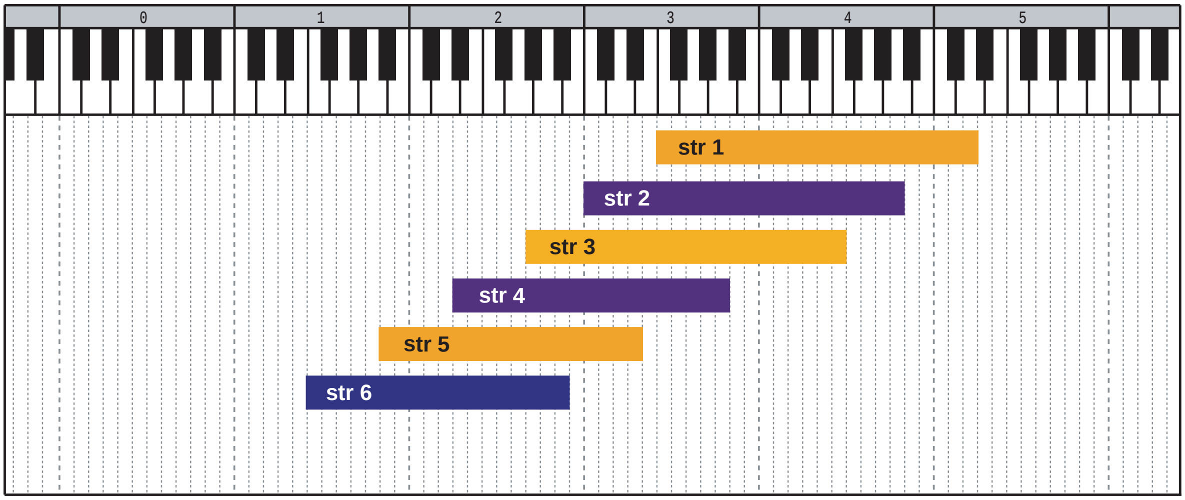
Brush noise with harmonics



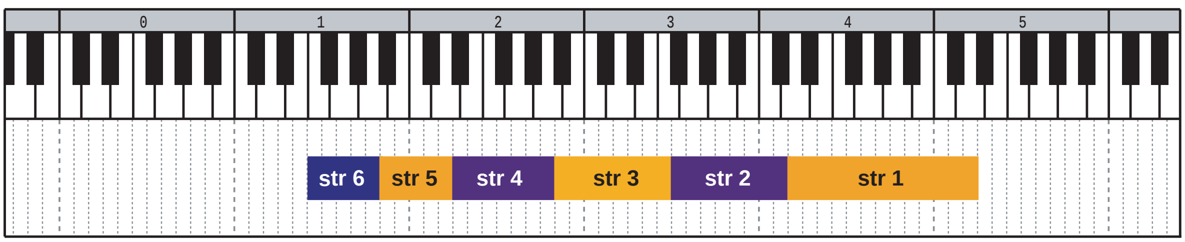
Bridge mute noise



Finger release noise (Full)

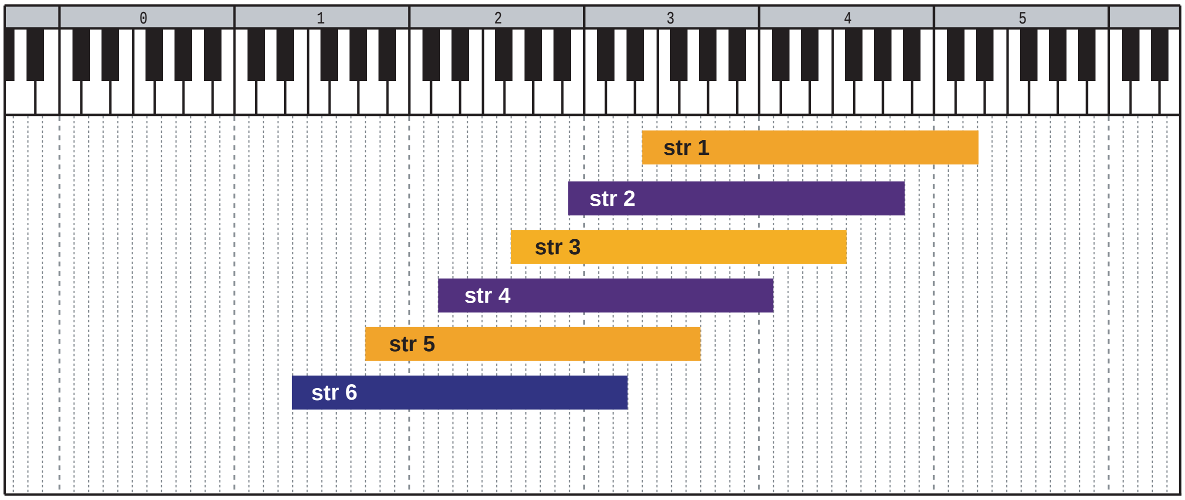


Finger release noise (optimized)

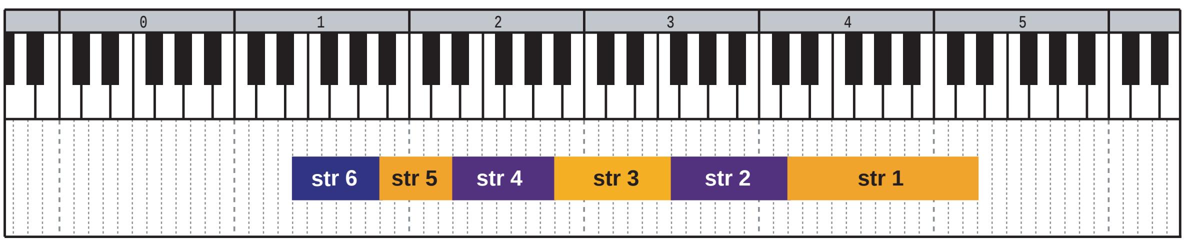


153_pick_stop_noise

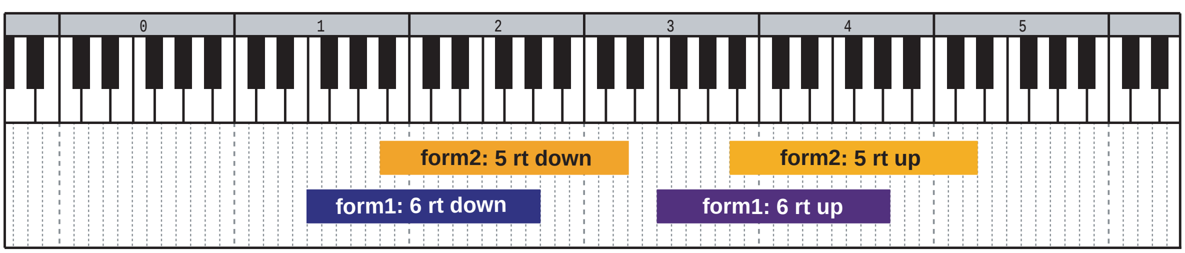
Full mapping



Optimized Mapping



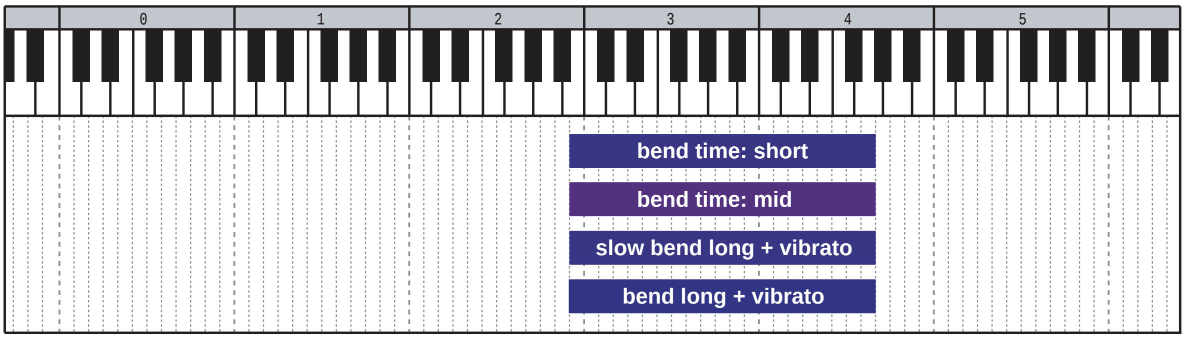
157_crunch_brush_noise (distortion version only)



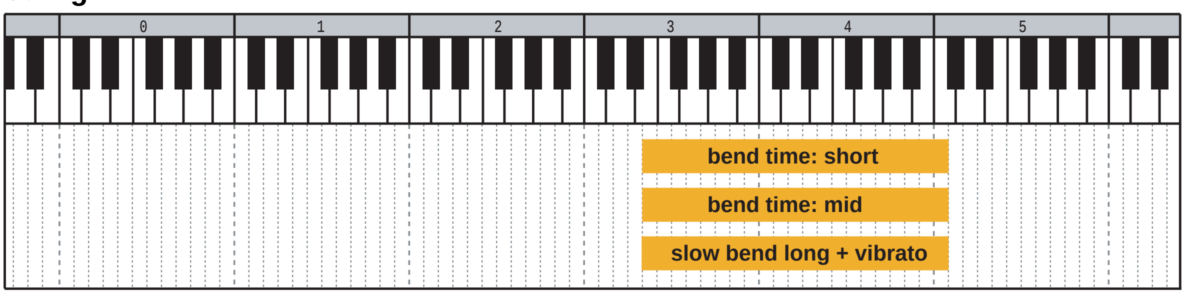
Additional bend techniques

136_unison_bend

String 3+2

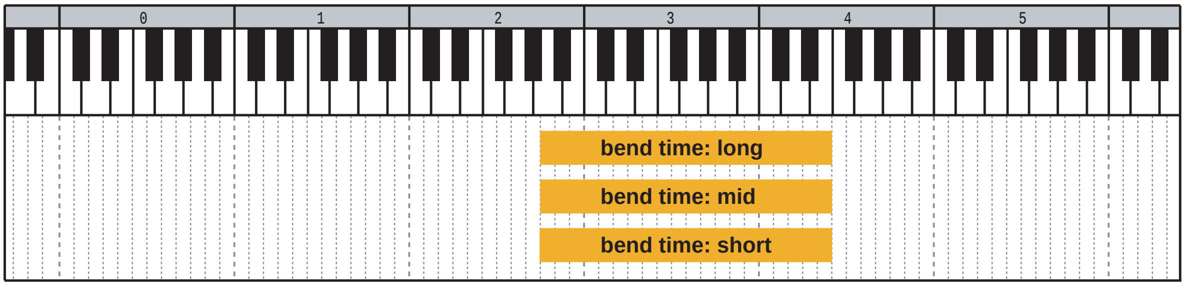


String 2+1

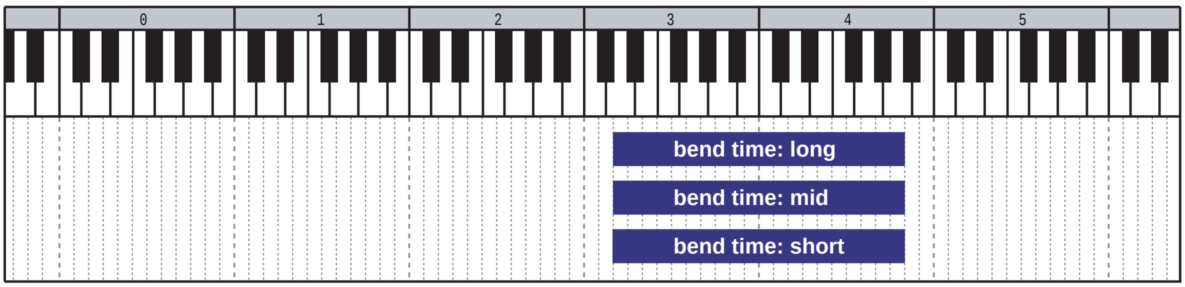


137_stationary_bend

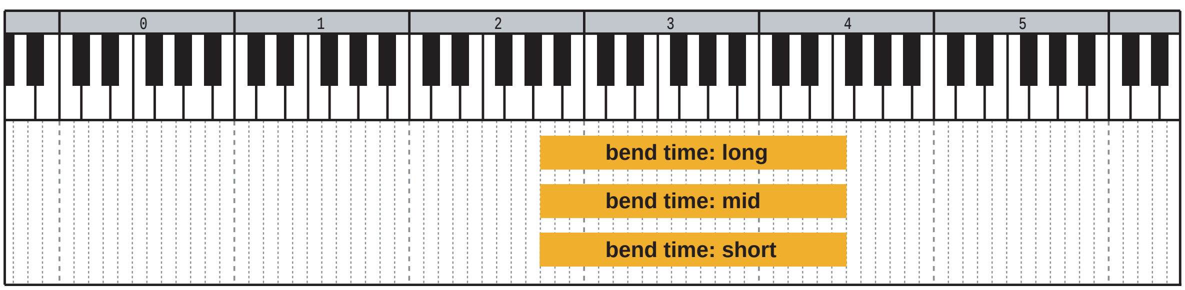
String 3+2



String 2+1



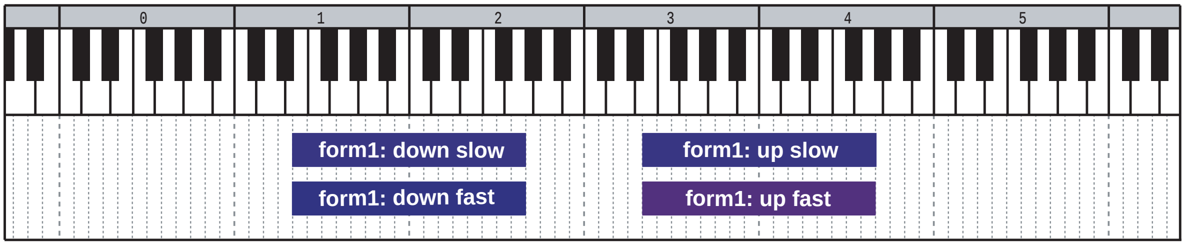
138_double_bend



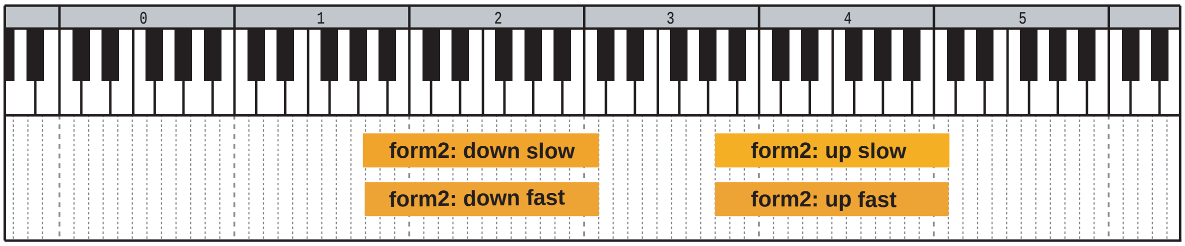
Chords

139_major

Form 1: root = string 6

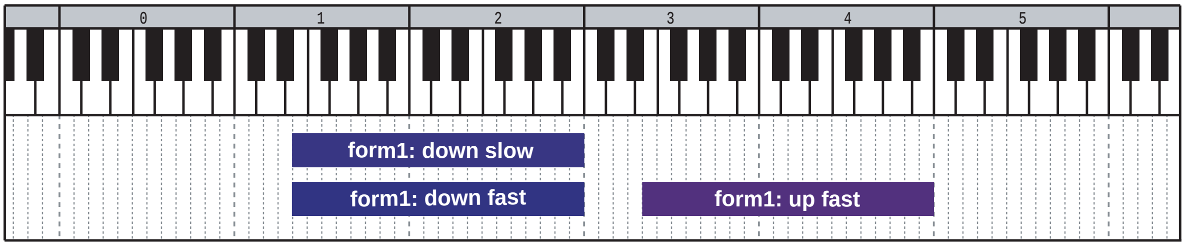


Form 2: root = string 5

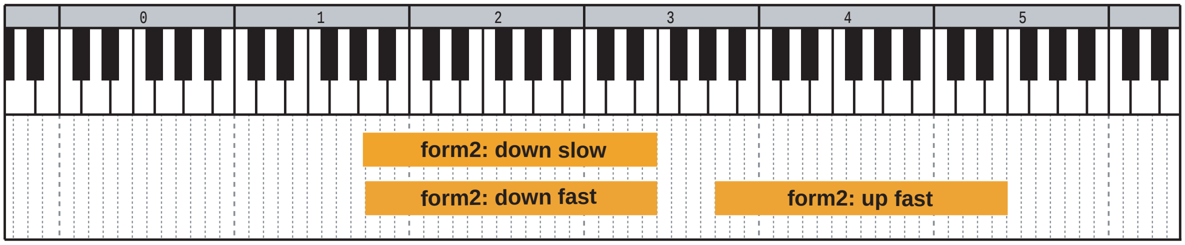


140_minor

Form 1: root = string 1

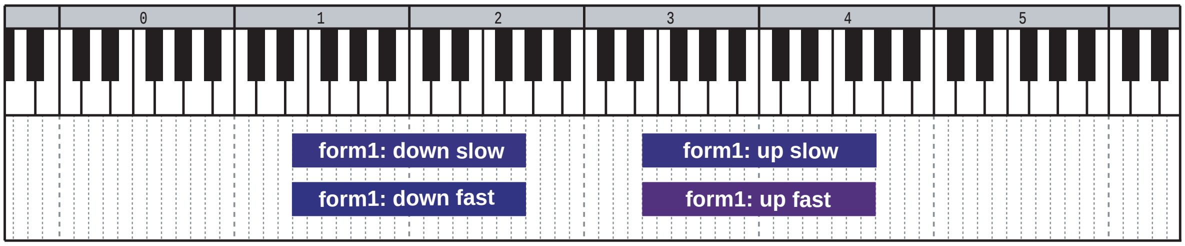


Form 2: root = string 3

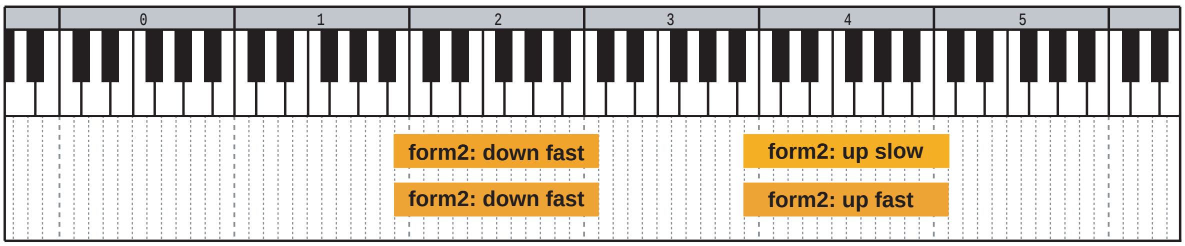


141_7th

Form 1: root = string 6

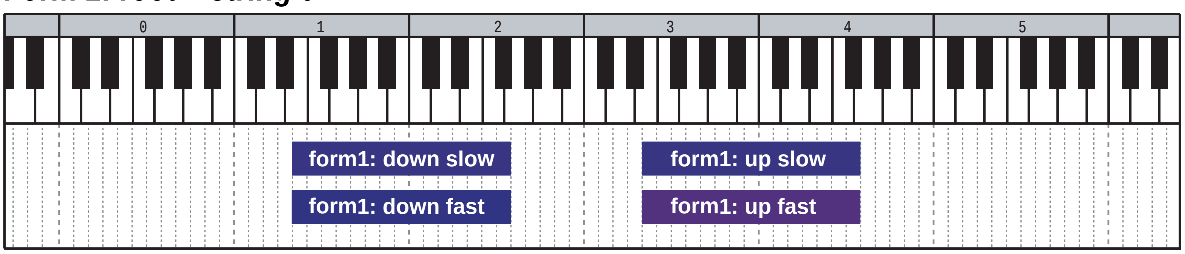


Form 2: root = string 5

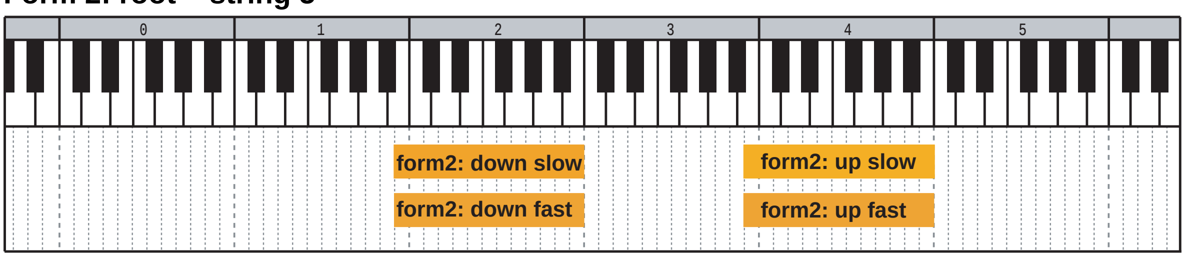


142_m7

Form 1: root = string 6

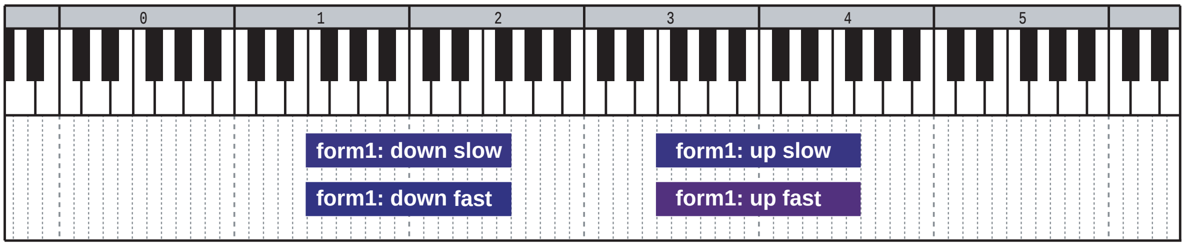


Form 2: root = string 5

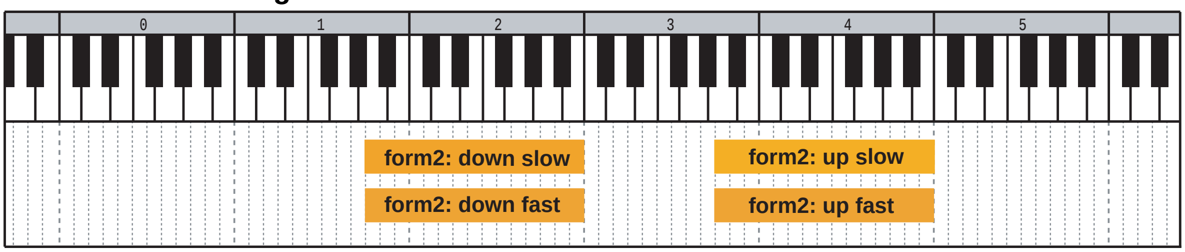


143_maj7th

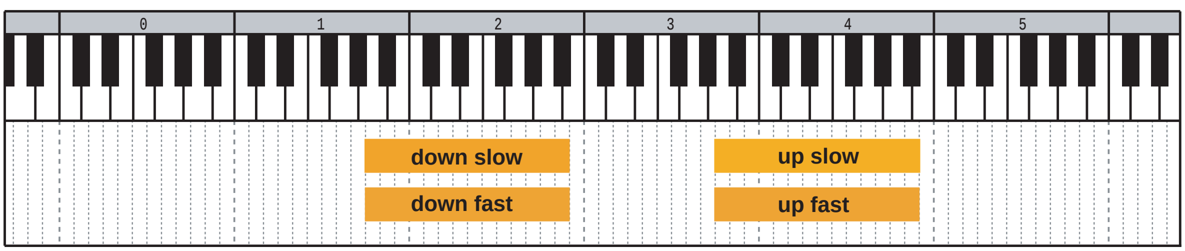
Form 1: root = string 6



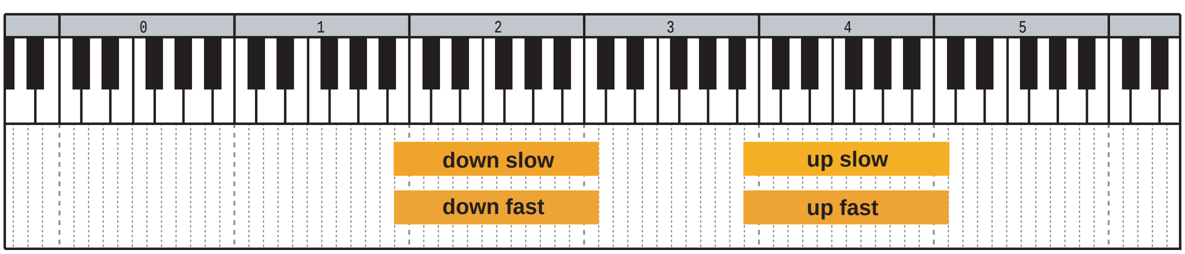
Form 2: root = string 5



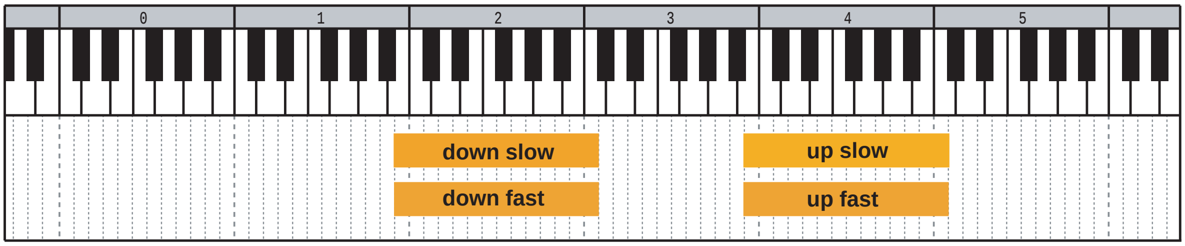
144_add9



145_7th_9th

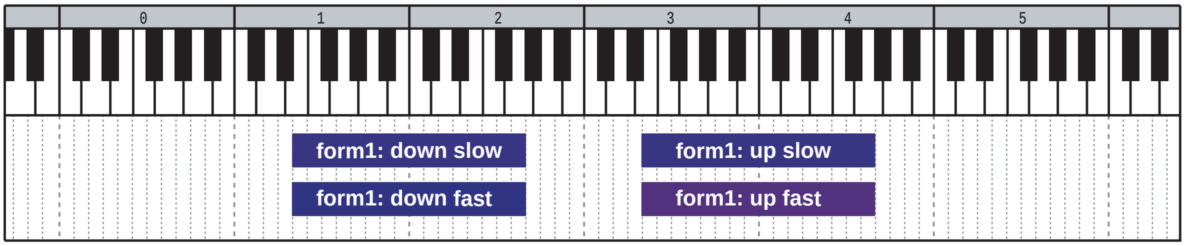


146_maj7th_9th

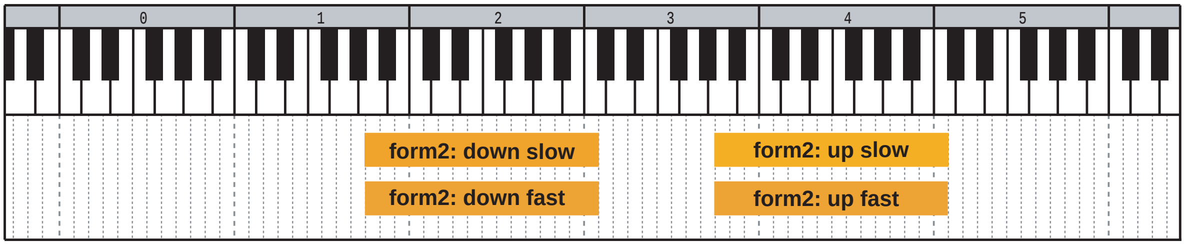


147_sus4

Form 1: root = string 6

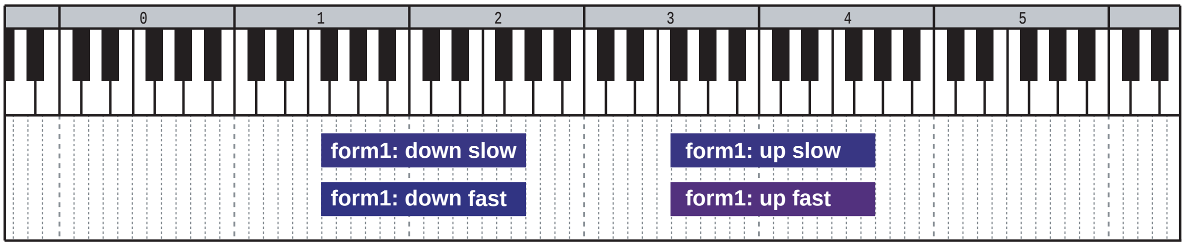


Form 2: root = string 5

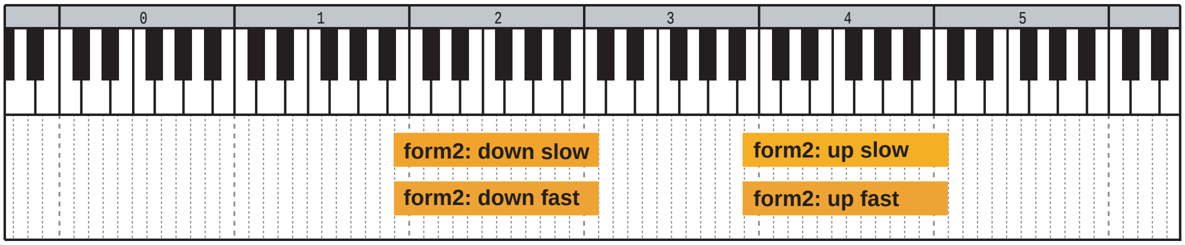


148_dim7

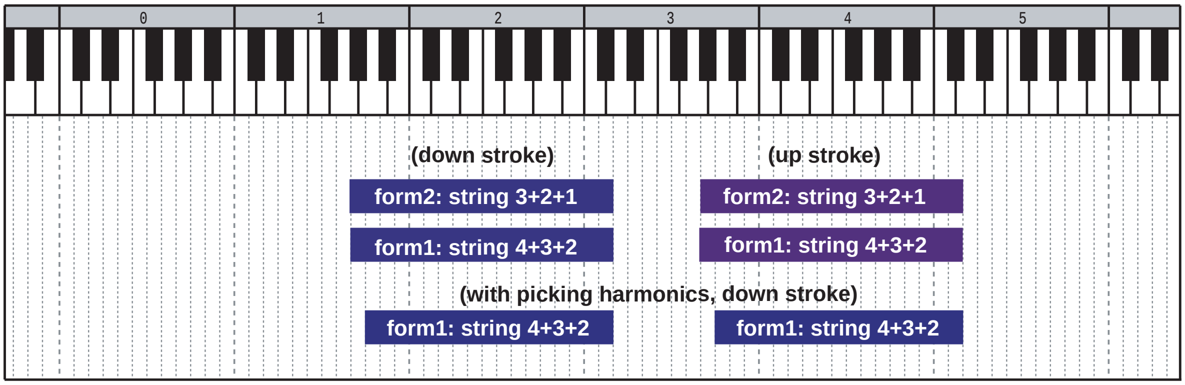
Form 1: root = string 6



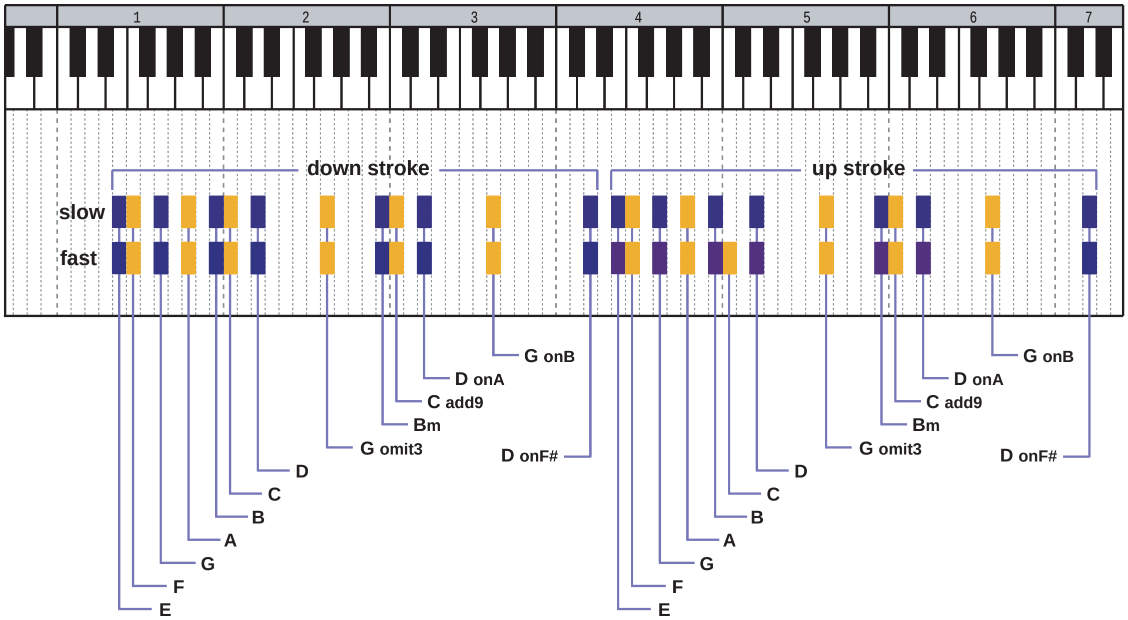
Form 2: root = string 5



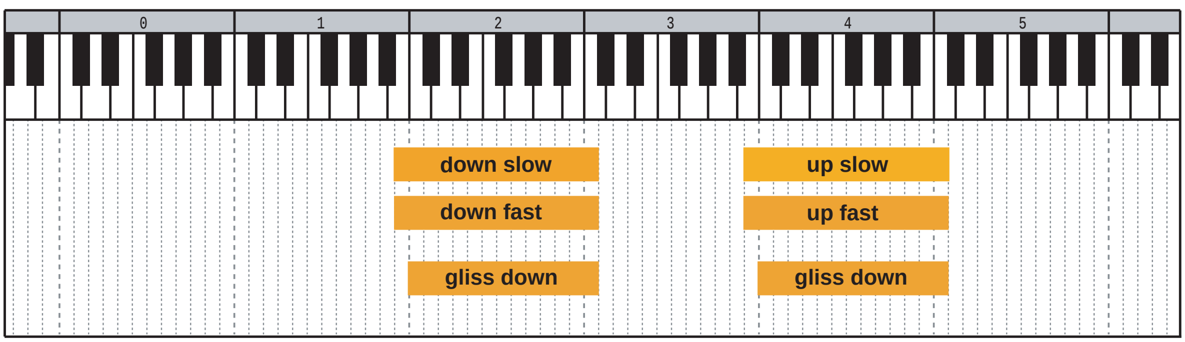
154_major3rd_vibrato



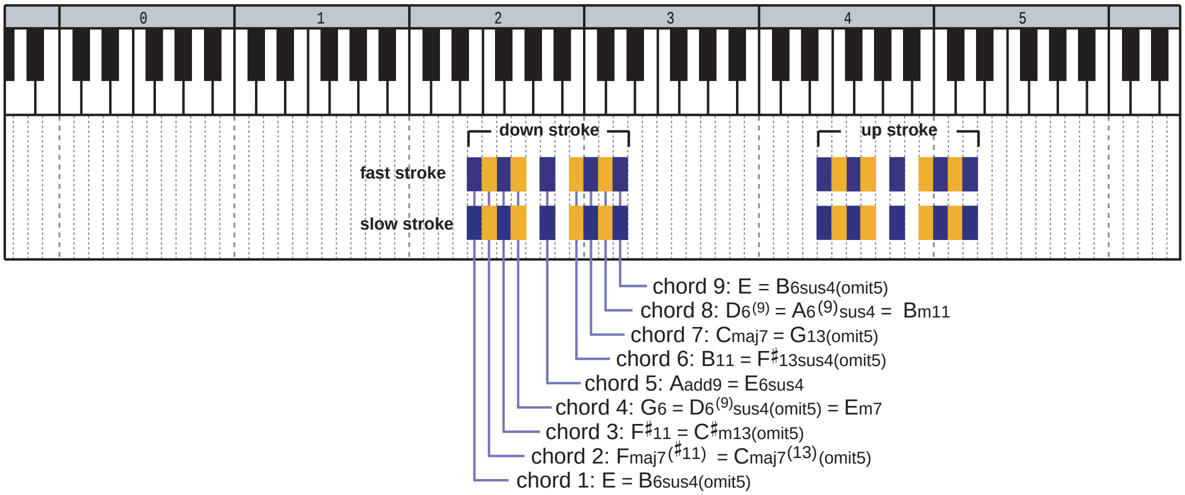
155_open_chords



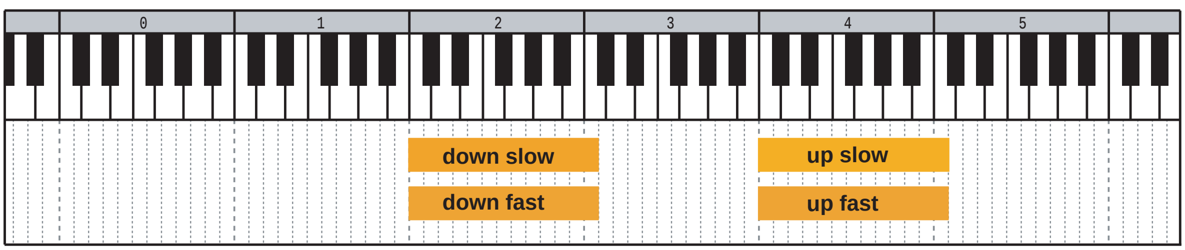
156_#9



158_other_chords



159_m7(9)



Credits

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AKIHITO OKAWA

Guitar Performance
AKIHITO KINOSHITA

Audio Editing
AKIHITO OKAWA
HOZO OKAZAKI

Demo Music
AKIHITO OKAWA
HOZO OKAZAKI

Executive Producer
Akira Sato

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